

UK'S #1 CONSOLE MAG • NYAH! NYAH! NYAH!

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INSIDE!
MEGADRIIVE

AYRTON SENNA SUPER MONACO GP II

TASMANIAN DEVIL • TERMINATOR

IVAN STEWART'S SUPER DFF-ROAD

SUPER NES

SUPER SCOPE • NINJA TURTLES IV

NINTENDO

TOTALLY RAD • PRINCE VALIANT

MASTER SYSTEM

TERMINATOR • SUPER MONACO GP II

MEGADRIIVE



SUPER NES



MASTER SYSTEM



NINTENDO



GAME BOY



GAME GEAR



EXCLUSIVE!

HE'S UGLY, HE'S SMELLY
HE'S GOT A FAT BELLY!



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THE EUROPEAN CUP FINAL**

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You're trapped in a deadly Asteroid belt. Surrounded by more rock than a heavy metal roadie. Armed with powerful photon cannons you must blast your way to freedom.

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Defend one attack and another starts, these boys fire more missiles than a Trafalgar Square pigeon. They've got satellites, stealth bombers and very clever smart bombs.



Defend 16 cities from New York to Moscow. Make a slip of the thumb and the east gets blown west.

'Missile Command'™ is the arcade classic now available on Game Boy,® with digital sound and graphics so real they'll blast your head off. It's the game for people who carry sandbags not handbags.

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The best in entertainment software!™

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Yet more excitement from Jezza Rignall as he unveils more exciting comments, amazing insults and bizarre UFO sightings. If you feel you can add something to these entertaining pages, just send it in! Even if we don't print it, it might still give us a laugh. But then, maybe we'll just throw it in the bin. We're funny like that, you see.

NEWS

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MEAN MACHINES strikes gold yet again with the complete lowdown of exciting consoles-related events and announcements. As we like to say, it it's important it's here, and if it isn't, it's probably restricted information that we don't want to tell you.

MEAN YOB

26

Once again, the MEAN YOB has compiled an entertaining section full of deep, incisive opinions and probing comment. Actually the chances are that the letters this month are sent to the extreme and the YOB's special insult-related talents are tested to the max!

Q+A

32

We receive many hundreds of letters per month, packed with amazing, exciting questions for the men known as Julien Rignall. This three-page extravaganza shows the cream of the crop which is really saying something, we can tell you!





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NINTENDO TOTALLY RAD

MASTER SYSTEM

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MEAN MACHINES stays at the top again with eleven packed pages of tip-related tomfoolery! Look out for mega tips specialists on Ranma for the Super NES and a complete solution to Shadow of the Beast on the Sega Master System. Add the usual assortment of amazing little tips and cheats and you have a bumper spectacular of some note.

CHARTS

60

Ooh ooh! Drama! Nintendo scuzzily sent us two charts this month, so we actually had to write this section twice! That meant that the charts took a record six minutes to write this month. Now there's a thing.

THE

HOTLINES

65

MEAN MACHINES spends no expense in bringing the latest console technology to its readers through a series of simple phone-in competitions. Join in the fun and get dialling - NOW!

WIN A TRIP TO THE EUROPEAN CUP FINAL

68

Thanks to Konami, you could win a trip with Jezze to the European Championship Finals! All you have to do is turn to page 68 and examine the text printed on it and who knows? You could be the lucky one!

ANOTHER FINE COMPO

101

Want to win £500 worth of add-ons from Nuby? Well, turn to page 101 and enter the comp then.

MEGAMART

118

Have you ever wanted to get your greasy mitts on some cut-price console gear? Fancy letting MEAN MACHINES readers know about some important event? Do you want to start a long term literary relationship with someone? Well, check out the Megamart. It's all this and lots, lots more (so we're told).

PREVIEWS

124

So, you want to know about all the latest console releases before anyone else, eh? Well, check out the MEAN MACHINES previews section - the most informative, up-to-date lowdown on the latest games!

NEXT MONTH

129

MEAN MACHINES is so quick and up-to-date with everything in the console world that telling you what is going to be in next month's issue is impossible. So, instead, what we have here is a nice piece of artwork and some rubbish text.



JAZ

I haven't got a lot to say this month, mainly because the office is boiling hot (we're in the middle of a heatwave) and can't be bothered to think of anything. Oh, except that we've got some unbelievable free gifts lined up for the Summer - and something very special happening soon. There'll be further announcements next month, so keep watching this space!

WHODUNNIT

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PUBLISHING DIRECTOR GRAHAM "ZAGATO" TAYLOR
THANKS THIS MONTH TO SPECIAL NO THANKS. The complete mongo who pulled out in front of Jazza and wrold off his motorbike. Ooh!
HELLO TO: Ghost for the Parody paradise and a non-hallo to Gaoiin for hacking the beautiful Labs off the system!
VERY HOT AND FLY-INFESTED OFFICES: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
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REMEMBER KIDS: Don't apoll a ship for a ha's path o'lar
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Our legal preste once again have asked us to avoid you that any and everying. Inasmuch as reproduction of this magazine without the express permission of the publisher will result in legal action. And we a result you could face a lot more than just your job, house, next egg girlfriend, dog and cat...

COMPETITOR RULES

EMAP Images employees or their immediate family are not allowed to enter any of our comps, because it would be unfair if they were to do so. Everyone else is perfectly entitled to - everyone other than Dwayne Milton of West Westminster and his relatives. We hate him because once upon a time he rang us up and wanted a few seconds of our time.

JAZZA'S PIRAL BIT

Wheee! I'm here! So bored in fact, that I want you to entertain me. Write to with a funny and love anecdote about your life. The more amusing it is, the better the chance of you winning the Game Gear I'm willing to give to the sender of the most amusing story. Make your tale no more than 150 words and send it to: THIS LL MAKE YOUR OWN SPIN JAZZA, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

EDITORIAL



EEEEEEEEK! IT'S A GHOST!

More supernatural malarkey as we print two pictures that irrefutably prove the existence of ghosts. First is the creepy apparition that appeared in the chair of MEGATECH Deputy Editor Mark Patterson. We've heard of ghost writers, but this is ridiculous! And then there's the truly frightening picture sent in by Ranjit Doroszkiewicz (eh?) from Manchester of a ghastly apparition playing on a ghostly Gameboy. Once again, if you've got any bizarre pics of ghosts, headless corpses or anything that's fun, yet strangely spooky, send 'em in to: OPEN THIS WITHOUT TAKING A DEEP BREATH AND YOU'RE LIKELY TO SPILL THE GRAVY IN YOUR PANTS. MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

AND STILL

THEY COME...

Aaarggh! It's another ugly Welsh parson. This time it's Rhys Cedwelladar of Caerphilly, who looks like a retard'd painting of a face on the backside of a rhino with diarrhoea.

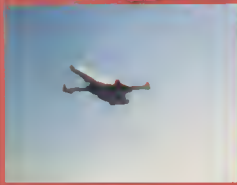
Yes, here's another load of readers who reckon they can take a MEAN MACHINES insult! Can you? If so, write in to: WARNING: CONTAINED IN THIS ENVELOPE IS A PICTURE OF AN EXTREMELY UGLY AND REVOLTING PERSON, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.





IT'S UFO CORNER

Wow! There IS life on other planets and you MEAN MACHINES readers have got the pictures to prove it! First of all is a picture that has convinced 'skeptics' everywhere - a shot of an Imperial Star Cruiser snapped by Jaron Colley of Birmingham on his holidays in France! Then there's a top notch shot of an X-Wing seen flying over Manchester - presumably on its way to intercept and shoot down the Star Cruiser seen in the previous picture. Geoffrey Hinkley of Dulwich, London also has a cracking shot of a saucer seen over his garden! Wowzer! And finally Paul Glancey of MEGATECH managed to grab a picture of a UFO flying past the church outside our office. If you have any more UFO snaps, send 'em in to: IVE IDENTIFIED AND UNIDENTIFIED FLYING OBJECTS, MEAN MACHINES, PRIORY COURT, 10-32 FARRINGTON LANE, LONDON, EC1R 3AU.



▶ We don't really know what's more revolting about this picture of Andrew Mulley of Cardiff - his disgusting, pesty moon face or the tasteless decor of the stinking pit which he's lying in.



JULIAN "NEVER GOT THERE" RIGNALL

"Like Rich, British Rail kindly gave me the most boring experience of my life. Stuck on a rush-hour train in the height of summer for three hours with absolutely nothing to amuse myself with except listening to fat, sweetie 'businessmen whining and stating the obvious is not what I'd call a fun time. And I paid £13.00 for the privilege. What a heap of"

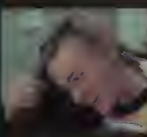
CURRENT FAVE GAMES: SUPER ALESTE, STREETFIGHTER II, PARODY



RICHARD "GOT THERE SLOWLY" LEADBETTER

"British Rail were at the root of my most boring experience. A 40-minute rush-hour train journey was turned into two and three quarter hour nightmare when the train broke down. I was completely helpless and my portable CD ran out of power after an hour. I had to sit there and listen to all these middle-aged executives whingeing. It was vile."

CURRENT FAVE GAMES: PARODY, STREETFIGHTER II



RADION "BANNED PRACTICE" AUTOMATIC

"I remember the time when I had to sit and listen to my brother's band, the Clodhoppers, practice for four hours. Not only were they particularly crap, but the hell they practiced in was stone cold erotic conditions and I had nothing to do at all except cover my ears and my nether regions to stop 'em from freezing off."

CURRENT FAVE GAMES: STREETFIGHTER II, SUPER ALESTE, CHUCK ROCK



OZ "AAH, AHH, AHHHH" BROWNE

"My most boring experience was when I went to see the Sergeant Pepper movie which starred the Bes Gases. I thought it would be like Grease, but in fact it was the most boring and awful film ever. Two hours of non-stop tedium! I fell asleep towards the end!"

CURRENT FAVE GAMES: STREETFIGHTER II



GARY "EN-GER-LAND" HARROO

"Last year, me, Jez and Paul Rend from CVO went to the England Vs Turkey football match. We were all really excited because it was the first international we'd been to, and had been looking forward to it for weeks. After paying £25.00 each to get in we waiting for a veritable goal feast... and instead were treated to 90 minutes of absolutely crap football. I was bored out of my head by the time the final whistle blew."

CURRENT FAVE GAMES: STREETFIGHTER II, SUPER ALESTE, GI JOE

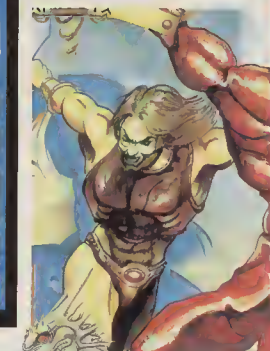


ROB "NOT VERY" BRIGHT

"When I first went on the dote I had to sit in Borehamwood OGS office for two hours before being seen to by a sad acrote behind six feet of armoured glass. Once he'd taken all my details from my date of birth to the length of the ekide in my underpants I had to wait for a further hour before signing on. The saddest thing of all is that 3,000,000 have to do this every week."

CURRENT FAVE GAMES: LEMMINGS, SUPER ALESTE, STREETFIGHTER II

NEW



BATTLE BLAZE

バトルブレイズ

Super NES owners spoiling for some one-on-one tielcuffs will no doubt soil their underwear with excitement when they hear about Battle Blaze.

This Swords and Sorcery style beat 'em up casts you as a barbarian out to rid the land of a series of horrific overlords. One player can face the might of the overlords, or perhaps face up to a male in a two-player bout to the death!

In short, Battle Blaze is a sad, laughable excuse for a beat 'em up, with pathetic graphics and sound. There are only three attack moves as well, making Battle Blaze grow very dull very quickly. So, avoid it at all costs.



CONSOLE CARRY CASES

merchandise, have released some more products which should appeal to anyone who enjoys carrying their consoles, or their carts about.

Look out for the Megadrive attache case. This fine item, retailing at £49.99, enables you to carry your Megadrive and some games about. With a bit of "structural alteration", it's also possible to fit in your power supply as well. Hurrah!

Super Extend Cables (as they are known) are also available that enable you to extend the length of your joypad cables. Nuby have yet to announce a price for this invaluable piece of kit.

Also available are numerous accessories for the Gameboy, including carry cases, lights, holsters (!) and magnifiers!

If you fancy getting hold of some of this gear, check out your local console stockist like Boots or Dixons.

SUPER NES 32-MEG BOARDS

Rumours suggest that Nintendo are planning to revolutionise console gaming by introducing 32-meg games on a new cartridge system called the Memory Map. This means that games could have the potential to be four times the size of Super Mario IV! In fact, a 32-meg cartridge would have the memory capacity of four Amigas! We waited with bated breath.

SEGA LOCK-OUT CHIP SHOCK

Sega have announced that its upcoming Megadrive titles are to include a security chip that makes it impossible to run import titles on a British machine, or official games on a Japanese model. The first game to be protected in this way is Artoon Senna's Super Monaco GP II, reviewed on page 26.

A similar system is used by Nintendo with their official UK Super NES system, and a converter has been developed to neutralise the protection. Enterprising importers will probably find a way around the new Sega protection too. We'll keep you posted.

SUPER SCOPE BUNDLE PACKAGE

incorporating the smash hit 16-bit machine along with the best Light Phaser available for a console - the Nintendo Super Scope. The price for this bundle is a bargain! £169.99, as opposed to £149.99 for the stand alone console.

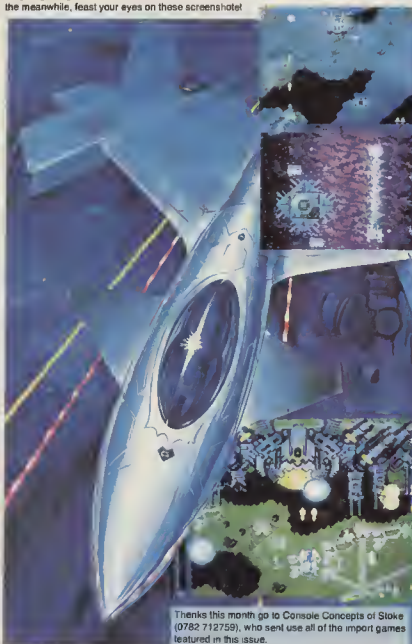
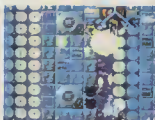
If you fancy the looks of the Super Scope, check out page 96 for a definitive review of both the hardware and the bundled software.

ALESTE ACTION!

Super NES owning scrolling shoot 'em up fans are likely to wet their pants in frenzied excitement when they play Super Aleste, available now as a Japanese import.

This vertically scrolling blaster is very reminiscent of Gunhed on the PC Engine, in that it's packed to the brim with beddies to kill with some of the greatest power-up weaponry yet seen on a console game!

Interested? You should be! MEAN MACHINES will be giving this game the once over in a future issue. In the meanwhile, feast your eyes on these screenshots



Thanks this month go to Console Concepts of Stoke (0782 712759), who sent me all of the import games featured in this issue.

SUPER NES IMPORT ROUND-UP

Five new Super NES import titles have found their way to the MEAN MACHINES office.

Mueya is a platform game with slash 'em up overtones which boasts average graphics along with mediocre gameplay. World Champion Super Boxing is a sad attempt at a boxing sim that should be avoided at all costs. The Official Super Famicom F1 Grand Prix is a barely average overhead scrolling race game which is quite a lot like F1 Circus (but not as much fun). Super Cup Soccer and Met-Trick Hero are two football simulations that are simply not worth considering.

So, all in all, a rather sad month for imports with only Super Aleste (see the news story within these pages) worth considering.



DESERT STRIKE WILL FLY

YOU TO THE HEART OF THE ACTION

BEFORE YOU CAN SAY "SCHWARZKOPF".

One of the Middle East's craziest dictators has finally achieved nuclear capability and is threatening to zap anyone who stands in the way of his mad ambitions.

Without warning, the Madman invades a small, but very rich neighbouring Arab state and the U.S. President assigns to you the 'covert' mission of piloting an Apache helicopter to neutralise his offensive capability.

In "Desert Strike" you'll need all the lightning reactions to cope with white hot action, plus the intelligence to plot a successful attack strategy.

You'll be in complete control of the action from a unique 3/4 top down perspective, flying 27 different missions including, rescuing POW's and 'human shields', defending oil fields and taking out SCUD missile launchers and nuclear reactor plants.

To help you negotiate the alien landscape and calculate the location of enemy armies and weaponry, you have an on-board battle map with satellite-generated data.

If you defeat and destroy the Madman's plans, the U.S. Government will want to reward you.

And who knows, you too may even get an honorary knighthood and a hero's nickname!



"A brilliant, original Mega Drive game that will keep blasting fans entertained for weeks"
94% & Mega Game Award - Mean Machines

"One of the cleverest and most playable Mega Drive blasts to date.... An absolute must." 93% & Hyper Award - Megatech.

SEGA
MEGA DRIVE

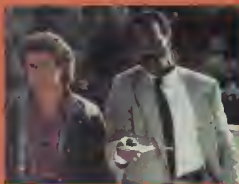


EL ■ CTRO ■ NIC ▲ RTS[™]

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MEAN

THE MAGIC IS BACK... ON THE SUPER NES!

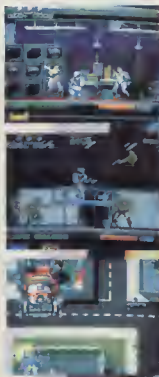


Ocean Software are getting well into the swing of their console development and are currently putting the finishing touches to one of their hottest movie licenses - *Lethal Weapon*!

The game allows players to take control of either Martin Riggs or Roger Murtaugh, each with their own special strengths and weaknesses which you must master in order to conquer the game. This game looks like being a really impressive platform shoot 'em up, with cute sprites (that bear little resemblance to the movie stars because of licensing difficulties) and non-stop action.

Released for the Super NES only, this looks like being a game to watch out for. Look out for more details and screenshots soon.

STAY OUT OF TROUBLE!



Keep your eyes peeled for Robocop III on the Super NES. This fast, super-smooth arcade-style platform game bears quite a strong resemblance to the Data East Robocop coin-op. However, it features all-new stages based on the forthcoming movie, including a vertically scrolling shoot 'em up section where Robo takes to the skies with his jet-pack and blows airborne foes into oblivion. As you can see from the screenshots, Robocop III is looking "right tasty" as we like to say. Stay with MEAN MACHINES for the latest details.

GAMESMASTER RETURNS!

Gamesmaster, the cult TV games programme, is reappearing on our screens in the autumn following the runaway success of its premiere series on Channel Four.

The show, with its average viewing figures of around 3 million, is to run for 26 episodes with the possibility of a lab one hour special around Christmas time. Once again, Dominik Diamond and Petrick Moore are presenting the series.

Gamesmaster is being filmed as we speak and the producers are anxious to get hold of people of all ages to appear as contestants, reviewers and to enter Gamesmaster's "Consolation Zone".

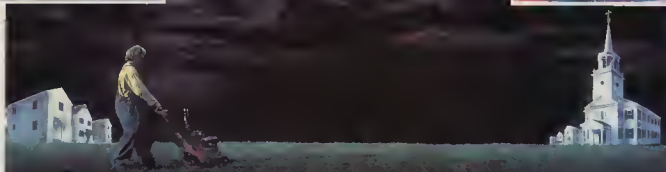
To apply for your five minutes of TV stardom write off to **GAMESMASTER STARDOM, PO Box 91, London, E14 9GT**. You need to include details of your favourite games (end maybe highscores), background details (age, phone number and address) and a recent photograph.

Anyone wanting tickets to watch one of Gamesmaster's live challenges should write to the same address asking for details.

MISTAK KORNER

In last month's Megadrive versus Super NES article, we stated that Super NES game would be retailing at £45.00 and upwards. Happily, we can reveal that at the eleventh hour, Nintendo changed their minds, and that the cheapest Super NES titles now sell at £39.99 bringing them well into line with Megadrive titles.

PIERCE BROSNAN



THE STEPHEN KING'S LAWNMOWER MAN 15

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SUPER KICK OFF (Gameboy)

04 | 06

KICK OFF (NES)

KICK OFF (Super NES)

KICK OFF (Super NES)

REVIEWERS HAVE

Best since Mario 3 - Give The Cartridge In The Slot

Best thing to happen to Gameboy since Tetris

Your family is going to have to drag you
screaming from the NES

It's brilliant!

Winner of Game Of The Year and European Game Of The Year
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GREMLIN GOODIES!

NEWS

Gremlin are currently hard at work on a veritable goodie bag of spanking new console titles.

First is Nigel Mansell's Grand Prix, currently developed on NES and Super NES. As the title suggests, it's a racing game in which you take the wheel of the current Grand Prix Championship leader's Williams Renault and race an entire Grand Prix season. Options allow you to adjust the car's parameters to suit the course and there's also a practice mode. From what we've seen of it, it's looking extraordinarily good, with one of the best road routines seen on console! The game is out in September and we'll be bringing you further exclusive reports over the Summer.

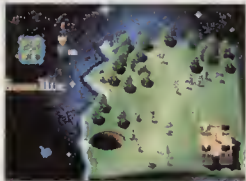
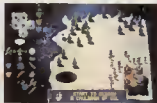
Another racing game currently being developed by Gremlin for Electronic Arts is Lotus Challenge, based on the massively successful Amiga game, Lotus Challenge II. This one's a little Megadrive and once again, the title explains it all, with the player being given the opportunity to drive either a Lotus Esprit or Elan like a nutter around a variety of circuits. There's single end split screen simultaneous two-player options, plus a variety of championship modes. The early demo we saw of the game is looking very tasty, and if the end result is anything like the Amiga version it could well be the greatest Megadrive racing game yet seen!

Finally, Utopia is another up 'n' coming Super NES title. It's a Populous-style game that lets you take control of a massive space colony and do battle with alien invaders. It's a complicated game, but offers loads of depth and literally months of play. Again, reports on this highly original game will be appearing throughout the summer.



MEGA LO MANIA!

Sensible Software's fab Populous-style God game, Mege Lo-Mania is heading for the Megadrive courtesy of Virgin Games. This amazingly successful Amiga game is being coded by Sensible Software as we speak, and promises to be even more entertaining and involving than the original game. We'll be previewing the game in an up-coming issue, but in the meanwhile, feast your eyes on these exclusive screenshots!



Advance Console

Pres

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on Games

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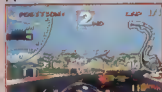
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AYRTON SENNA'S

Following the phenomenal success of the original Megadrive conversion of the Super Monaco Grand Prix coin-op, a console-only follow up has now been designed.

Once again you are thrown into the hot seat as a hopeful unknown on the world racing scene aiming for global victory by the end of the season. However, you are not alone in your quest for world termac domination. That wily old racer, Ayrton Senna, from whom the game is licensed is having a crack at yet another global title and doesn't want any race virgins standing in his way. Thus he has singled you out as his rival to publicly ridicule your failures and generally make you look like an utter dimwit. Can you reverse the compliment by dusting Ayrton's monkey exhaust pipe?



▲ Racing thrills and spills abound.

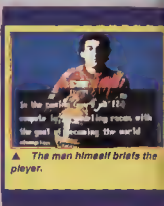


▲ Rear-end rubber action in evidence.



▼ Still more motor fun and frolics.

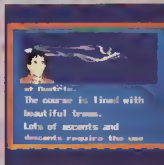
SUPER F1 Monaco



▲ The man himself briefs the player.



▼ Excelling straight frivoly here



or there's...
The course is lined with beautiful trees. Lots of accents and descents require the use





SEEING YOUR GP

If you'd rather forget about this personal vendetta between you and the boy Senna, there is a world championship to be won. You compete against fifteen other drivers across sixteen gruelling courses - each based on a real-life circuit. As in a proper GP, points are awarded according to your finishing position in each race. At the end of the season he with the most points wins. This stops you being eliminated from the competition every time you lose a race, although you may find yourself consistently at the bottom of the table.



RAD

original, with the same choice of transmissions, most of the

Super Monaco GP still ranks as one of the best racers on the Megadrive, and great things were expected from the sequel. The main body of the game remains the same as the



ONE-ON-ONE RUBBER

Such is Ayrton's desire to have you on a slab that he has actually set up a special tournament for the two of you. Ayrton has selected his three favourite courses from around the world and challenged you to a one-on-one series of races upon them. Beat Ayrton across two or more of these and his head should hang in the shame of defeat.

COMMENT

It must be said that great though this is, it's far too much like the original Super Monaco GP for its own good. The programmers have obviously used large chunks of the original Super Monaco GP program and simply added a few extra features. The in-game graphics are virtually identical. It plays in exactly the same way and even the sound is very similar. Indeed, when you consider what could have

been done to the game - new graphics, an F1 Exhaust Heat-style car setup system, record tables, maybe even a split screen two-player mode - it's painfully obvious that Ayrton Senna's Super Monaco GP II is an opportunity missed in a big way. At the end of the day, it's a fun and exciting race game, one of the best available on the Megadrive, but it's definitely nowhere near different enough to be worth buying if you've already got Super Monaco GP. If you haven't, though, check it out.

JULIAN

DEAR AYRTON...

Despite being your rival, before every race, Ayrton himself imparts to you some information and advice on the course awaiting you. This might be something utterly useless like "I designed this course for go-karts. I look forward to seeing my son race on it someday." Or it could be much needed words of wisdom about which corners to be wary of and where to change gear

some tracks, the same graphics and pretty much the same gameplay. Herein lies the problem with Super Monaco II. Although there are some new tracks and the Senna GP option, there really isn't much difference between this and the original. In fact the Super Challenge option which appeared in the first game has been left out! That's not to say Super Monaco II is a bad game, because it's really very good. The problem is if you own the original, there's nothing here which would warrant the extra expense of buying the follow-up. If you don't have the first title this might be worth a look, but to be quite honest the original provided better value for money.



1
PLAYERS



PRESENTATION 90%

Nicely presented throughout with loads of pics of Senna and lavish presentation screens

GRAPHICS 90%

Fast-moving 3D updates and good quality graphics abound. The backgrounds are a bit seamy though

SOUND 82%

Dull engine noise and few other affects, but the tunes are quite nice

PLAYABILITY 92%

Easy to control but still feels realistic. Plenty of high speed thrills

LASTABILITY 80%

There are nineteen courses to master as well as three transmissions, but winning the GP doesn't take too long

OVERALL 87%

A very good racing game - but if you've already got Super Monaco GP, this simply isn't different enough to be worth buying



REVIEW

Monaco is famous for two things - the motor racing Grand Prix and Princess Stephanie. Interestingly enough, a game involving Princess Stephanie doesn't exist, so we'll just have to settle for another game about the Grand Prix.

The sequel to Super Monaco GP, cleverly named *Ayrton Senna's Super Monaco GP II*, comes with some dazzling new features. There's a construction option which gives the driver the chance to build the kind of car that suits him. Any self-respecting racing driver can tell you that in wet weather hard grip tyres are essential. The gears, vines and transmission can also be changed. Once the car is set, qualifying for pole position is the next priority. Getting a good lap time improves your grid position, giving the driver a greater chance of being first past the chequered flag.

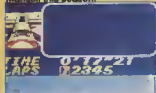
If there is one man who is more likely to get his hands on the cup, it's Ayrton Senna, who endorses the game and offers advice on how to tackle the exhausting circuits. Total concentration is necessary to successfully negotiate the bends and take full advantage of the straights. But if Senna does win there is one consolation - he's being thrashed by Mansell this season!

CIRCUIT TRAINING

When you feel you're ready to challenge the mighty Brazilian, it's time to enter the World Championship. There are 16 circuits which span the globe, and getting used to each one is important. It is possible to go straight into a race but it means starting in last position on the grid. If the qualify option is chosen the lap times of the driver are recorded. The better they are the better the driver's position will be.



AYRTON SENNÁ'S

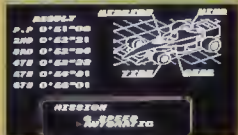


100% 21 00 20

those spinners out because it's time to come out of the car. The procedures are fairly simple so don't worry about not being mechanically minded. Tyres probably the most important part of the car - the weather dictates which type to use. Another dilemma is whether to use manual or automatic gear change. Manual gear choice takes more time to master but

POINTS MAKE PRIZES

in the World Championship consistently good performances are necessary to be in with a chance of winning. Your placing is displayed in the centre of the screen. First place earns the driver ten points, and second place a six. Beware when passing other drivers because if there is a collision valuable seconds are lost. Taking the correct approach when overtaking or negotiating bends requires fine judgement.



SEGA

REVIEW



▲ Burning up a computer car!

COMMENT



JULIAN speed the car huge along like a kneecracked



Yugo. Worse still is the jarring, grating sound. It's truly dire and had me reaching for the volume knob within a few seconds. Finally, the challenge level is very low. It takes very little practice to master how the car handles, and once you've got used to bashing it down one gear for a 90 degree right and two gears for anything tighter and then chugging up as you exit the bend you'll never crash and win all the time. If you're a speed freak after some excitement, check out the original Super Monaco GP. Chase HO, Battle Outrun, Outrun... anything, really, except this hopeless travesty.



COMMENT



ROB

his bicycle. Basically, the whole concept of speed is unrealistic. Some of the blame for this can be directed at the graphics which, while not disastrous, do little to enhance the Formula One atmosphere. The music and sound effects contribute nothing to the Grand Prix experience either - the engine sounds like psychotic hair-dryer! Super Monaco GP II is a big disappointment and isn't a game I can recommend at all - even to the most inept of drivers.



HUNT THE BRAZILIAN

In the top right of the screen is a map of the entire course. It plots where you are and where Senna is. Although Senna gives advice on how to take advantage of the course, regular glances at the map are important in order to prepare for tight bends and chicanes. Every Grand Prix tends to have five or six laps so a mistake could snuff defeat from the jaws of victory.



BY: SEGA
PRICE: £34.99

RELEASE DATE: JUNE
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 2
RESPONSIVENESS: OKAY



PRESENTATION 87%

Quality title screens, excellent options including car construction and a handy password system.

GRAPHICS 55%

Opening screens look promising and the colours are bright and varied, but the car, track and backdrops are poor.

SOUND 34%

Gleefully sound effects and revolting tunes provide the aural torture.

PLAYABILITY 46%

The slow pace and basic control method means this is easy to pick up and play...

LASTABILITY 32%

...but the lack of depth, challenge and atmosphere means that even the most ardent racing fan will soon become bored.

OVERALL 41%

A highly disappointing racing simulation which fails to capture any of the excitement of Formula One.



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IT'S A
LONG
WORD,
THAT IS

The spaceship had come from afar. Many millions of years had it travelled, its inhabitants contained in cryogenic chambers. When they awoke, only three had survived, but they nevertheless prepared themselves as they neared their destination - Earth. When they landed, the three walked out of the craft and instantly melted. For they were Snowmen from the planet Fre-eze and it was ruddy hot. Meanwhile across town YOB was answering letters as he normally does at this time of month. If you've got anything of interest to say, write to: I'M A PHEASANT PLUCKER FOR I PLUCK FINE PHEASANTS MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

The mysteriously named 'Tom' did this.

User YOB

On Monday April 16 I was watching Watchdog when I saw a kid reading MEAN MACHINES. Am I sharp-eyed or what?

Chris Williams, Hoddesdon, Herts

YOB: Sharp-eyed is not the word for it. Palmscopic is.

A COMPLETE THICKY WRITES...

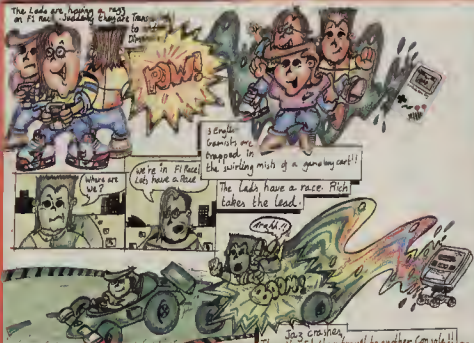
Dear YOB,
Last month you made a big mistake related to the

Wondermegs. You said that the picture was an artist's impression. If someone drew that I'll smack myself around the face ten times with a large haddock.

Why did you bring out that book with reviews from issues 1-5 in it? Most people have already got these issues and therefore won't buy it, doh!

YOB, you are so thick that you

want past Texas DIY store and thought you were in America! James O'Connell, Horley, Surrey
YOB: You'd better start smacking yourself in the face with a large haddock, because it WAS an artist's impression - it was drawn up on a computer. Doh! MEAN MACHINES issue 1 sold around 28,000 copies. By issue 5 we were selling around



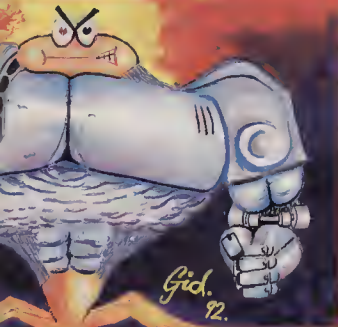
50,000 copies. These days we sell around 110,000 copies per issue - that means (because you're obviously too stupid to work it out for yourself) that there are now 60,000 MEAN MACHINES readers who never saw any of those issues. James O'Connell, you are so thick it you found a dog turd on the floor you'd eat it because you'd

think it was a MERE bar.

MORE DRIVE

Dear YOB

Firstly we think your magazine is excellent, keep up the good work. But now onto a serious matter, recently while working in our lab, we came up with a great invention, the Super Drive Converter. this



A somewhat morbid effort from Alex Bampton.

ingenious device allows you to play SNES games on your Megadrive and we are now working on a similar device that allows you to play Megadrive games on your SNES. We think they will sell brilliantly and we will send you one as soon as we come up with the finished product.

On our recent visit to the very chilly but scenic south pole, we came across a pair of stinking, steaming, sweaty undies (maybe they are yours?) in which we discovered a 64-Bit handheld made by the leading company Cinos (17). It came with a vast variety of games which included

the likes of James Pond 3, Toe Jem and Earl 2 and yes, even we couldn't believe it, Sonic versus Mario

Bob and the scientific men, Huddersfield

YOB: It's definitely one of those months, isn't it. All I've had so far is letters from idiots, imbeciles, morons and twerps, and now we've sunk even lower with this mindless drivel. Have people lost the art of decent letterwriting? Has anyone got anything interesting to say?

ON THE ROCKS ALREADY!

Dear YOB

I wonder if you can help me make a very important decision which could affect the rest of my life. I have recently sold my Amiga and am currently waiting for the SNES to be launched so I can purchase it with the money raised from my Amiga.



Drawn by Sreenivas Krishnan.

A fine effort from Gideon Reid.



MEAN YOB!

The trouble is that my girlfriend thinks this money should go towards our future life together and threatens to leave me if I buy one. I am staining my pants with worry, in the lonely days with my SNES or married bliss?

Paul Colgate, Staines, Middx
YOB: Hmmm. Well, if your girlfriend is that tight, leave her.

A QUICK ONE-TWO

Dear Nearest YOB
I don't know why I'm writing to you but I just want to make a few points clear

1 Last month I had the misfortune to read Total, the Nintendo mag. When I read an article which stated that Sonic might be coming out on the SNES. Surely they're wrong.

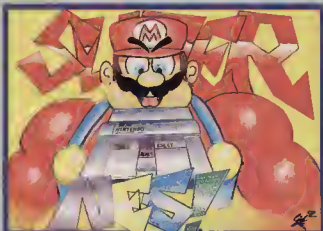
2 I have a dumb friend called Grant who believes that the IBM PC has better graphics than the Megadrive. Is this true or is he as stupid as a mental baboon?
Peter Hersee, Rugby
YOB: Yes times two.

WOW! SOMEONE INTELLIGENT!

Dear YOB
I'm tired of turning your fab pages every month and reading one or two letters from complete idiots. Why on earth do people say that MEAN MACHINES prefer Nintendo games and give them good reviews, don't they know that you gauge NES games by other NES games. If one NES game is given a favourable review it's because it's better than most NES

games, didn't anyone see the 9% Road Fighter review? And why oh why do people keep comparing consoles and computers can't they just buy the one they prefer? I think you should insult people for being complete pillocks and for being stupid enough to insult you, why bother insulting someone who can answer your questions? Just to finish off. Why don't you give away a SNES for the star letter? I wouldn't complain.

Justin Jeffries, Streatham, London
YOB: What you say is true. And I do insult people who are complete pillocks, and those who aren't, such as yourself, remain uncensored. Should someone send in the best letter of the month and want a Super NES instead of £150.00 worth of



Another fine piece of art of Gideon Reid.

soothers, I'd be more than happy to send them one.



A brilliant montage based on Street Fighter II.

MYSTIC YOB

MATTHEW STAUNT, LEICESTER: Get a job you lazy git and buy it yourself.

BEN CULVERHOUSE, LANGFORD: You're so utterly pathetic and feeble that you're not even worth insulting.

PETER BORG, CLAPHAM: You can't draw and you can't write. What kind of remedial are you?

ANDREW GALVIN: Don't then

HARRY LEOWITH, OXFORD: Don't wait for us to ask you, send one in immediately.

KC BAKER, WEST WATFORD: You ARE a little testot and the man in white coats should be with you soon.

LEE POVEY, CLAPHAM: Nothing at all you retarded runt.

TDBY HUDSON, BATH: I bet you're best mates with Jeremy Beadle.

N PATEL, BOLTON: Don't give up your day job.

BEN SINGLETON, LEIGH-ON-SEA: I'd have kicked their heads in, but then that's me...

O HART, GRIMSBY: Don't be a div all your life.

RICHARD HOLLINGWORTH, BARROW-ON-SOAR: Sorry, no.

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Stomp, stomp, stomp. Here comes Jazza in his Sidi Top Action megaboots ready for two things: kicking in the doors of cars that cut him up when he's on his bike and answering all your lovely questions. If you've got anything you wish to know, write in to: MMYRUS GHKLOP HUISOAP NGKLOP FICLSA HGMAQQP NAGSTDLK Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. It's as simple as that...

SEE AN OLD GX4000...

Dear Jazza

Please could you answer a few questions with your extreme intellect:

1. I have seen a picture of a device called a Gameboy plus which you attach to your Gameboy and it enables you to use six fire buttons. I am eager to know when it will be released

2. How much will it cost?

3. I have also seen a picture of Streetfighter 2 on the Gameboy and would like to know when it will

be released.

4. Some of the kids at our school reckon that Gameboys are crud because they are not in colour, please put them straight about this brill machine.

Ian Harries, Felixdown, Suffolk

JAZ: 1, 2 and 3. That's CVG's April feel you're talking about. Suckasesssssh! 4. Have those kids actually played them?

THAT'S YOURS, THAT IS

Dear Jazza

With regards to the SNES, I have a few questions which are puzzling me.

1. Will there ever be a keyboard and/or disk drive for the SNES? I ask this because the machine has great potential in the graphics and sound departments.

2. If Electronic Arts do not start making excellent games for the SNES then I will go mad because they are definitely the best programming team around. So please Electronic Arts, start making SNES games and make this SNES owner a happier one.

3. Finally, will my favourite arcade blast, Metal Hawk, be released on this wonderful machine?

C Wilson, Tunbridge Wells, Kent

JAZ: 1. Possibly in the future - we'll let you know when we have more information. 2. Well, EA, you've heard the man - get on with it! 3. It would make an ideal conversion, but at the moment there are no plans to release it.

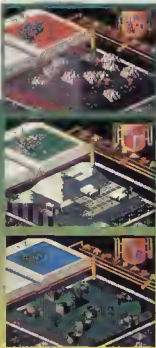
IT'S YOUR FAVOURITE CONSOLE

Dear Jaz

With the likes of Populous, Sim City and soon, Powermonger on console, will we ever see games like Mega-lo-mania or Space Crusade converted from computer? Also, will there be an add-on for the SNES that will allow you to play NES games?

Rob Galier, Leominster, Herefordshire

JAZ: Mega-lo-mania might possibly appear, and Innovation are working on a NES/SNES adaptor as we speak.



SEE ROAD FIGHTER...

Jazza

Please answer these questions as it is essential that I know them:

1. It mentions at the end of Turrican 2 that Super Turrican is going to be released on the SNES, is this true?

2. In ACE, the computer magazine, it says that Mario 5 is going to be packed full of all the previous Mario games, all of this crammed into a SNES cartridge. ACE have been known to lie, so could you set the record straight?

3. WWF looks and sounds fantastic, all the other games like Gameboy WWF and Wrestling Challenge have been easy to complete. Wrestlefest is even worse, I completed Royal Rumble on my second go, so is Super WWF easy to complete?

4. Just one more thing, tell my Mother and Father to get me a



SNES for my birthday, I have been working hard to get one.

Ben Williams, Douglas Isle of Man
JAZ: 1. Yes - we'll have a report on it in the Summer. 2. We've heard nothing about it as yet, so I'd treat it with a lot of skepticism. 3. Yap. 4. No.



YOU WROTE THAT,

Dear Jaz

I own a Megadrive and am thinking of upgrading it to a SNES when it comes out. Please could you answer these questions before I take this big step

1. Does the UK PAL SNES heat up when you have been playing for a while like the Japanese one does?

2. Will the UK SNES games cost £35 like it said on Gamesmaster?

3. If I get a SCART SNES will it connect up to my PAL television with a SCART lead? If not, what does a SCART lead do?

4. Will all the great US and Japanese SNES games get simultaneous release in the UK?
Phil Dalton, Driffield, North Humberside

JAZ: 1. Nahh. 2. No. £45.00. 3. No. SCARTs are higher quality than PAL. 4. No.

YOU LOVE THAT GAME

Dear Jazza

I have just taken time out from writing my final year project, which will hopefully guarantee my BSc degree (not all console users are

12 year old kids), to ask you a few questions about the SNES

1. Why is it that Nintendo have made the official British SNES non-compatible with either the US or Japanese models? When the US SNES was released it was only the size of the carts that was different, but with the British model they have included a protection chip in both the machine and the cart. This stops British machines using imported software and vice versa. Have Nintendo done this to spite all the people who bought the Famicom before it's official release, when all we were doing was supporting a machine that we felt was superior over the available competition. The main answer I require is will there be a converter made that will be able to tackle the problem of the protection chip?

2. Have Nintendo pencilled in a release date for the CD-ROM system, and will the system be compatible with all the machines?

3. Do you know if there will be a four-player adaptor or machine link cable for the SNES? And if so when?
Matthew Birkin, Newthorpe, Notts

JAZ: 1. There are loads of companies working on them as we speak, and I'm sure that one will inevitably appear. 2. No end no. 3. Not at the moment.

YOU KNOW A FLATULENT BABOON...

Dear Jazza

Could you please answer these questions as I am desperate to know and if you don't answer I'll be upset!

1. Is the Simpsons on the SNES the same as the arcade game, and is it any good?

2. Is the CD for the SNES better than the Mega CD?

3. Are the games Midnight Wanderers, Rad Mobile and Fei Furi coming out on the SNES?

4. Are there going to be any more racing games? I have heard



THAT'S YOUR MOTHER, THAT IS

Dear Jaz

I am writing to complain about your lack of reviews of software for the Game Gear. Please could you answer some questions to compensate?

1. Are any of the following games coming out for the Game Gear, Tetris, Revenge of Shinobi, Bart versus the Space Mutants and the Turtles coin-op?

2. Can you still get Punch Out for the UK NES?

3. Is Mario 4 going to come out on the NES?

4. Is it true that there is a game called Super Wonder Boy for the Game Gear?

Alex Brown, London

JAZ: 1. All no. 2. Yae - it's great. 3. No. 4. Yae.

IT'S YOUR GIRLFRIEND

Dear Jazza

Me and my sister have a Japanese Megadrive and we spend many sleepless nights playing with it together. We hope you won't mind us asking a few questions

1. How do you take photographs of the Bosses on



that Hyperzone is going to appeal is it any good?

5. Are there going to be any Disney games on the SNES?

6. Are there going to be any art programs on the SNES?

Alex Healy, Broad Green, Liverpool
JAZ: 1. Yes and I don't know because I haven't played the finished version yet. 2. From what I've heard, yes. 3. No. 4. Hyperzone is crap. 5. No. 6. I doubt it - console art packages are rather pointless.

Spidermen?

2. When will the Megadrive be officially released in the UK?

3. What there be a TV tuner for the Gameboy? As I have heard that there is one coming out for the Game Gear.

4. Is there a converter for the Megadrive which enables it to play SNES games? If so how much does it cost?

Please answer these questions as we are new to consoles and we haven't a great deal of knowledge about them.

Daniel and Louise Riley, Loughton, Essex

JAZ: 1. With a ruddy expansive camera and loads of game playing skill. 2. It has been for 18 months you dozy nits. 3. No. 4. No.

SORRY, I'M TOO BUSY ON MY SNES...

Dear Mr Jazza

This is my third letter to you. If you print this letter in the totally skill pages of MEAN MACHINES I will persuade my big sister to give you a big wet frenchy

1. Is Lemmings appearing on the Game Boy?

2. Are there plans for an NBA five on five?

Q+A



3. When will the NES X-Men game be in the shops?

4. In your opinion, what are the best Mega Drive sports and racing games?

Neil Raa, Uphall, Scotland
JAZ: 1. Yaa - later this summer.
2. No. 3. Later this year. 4. John Madden's 92 and Road Reef.

IT'S MY SNES

Dear Jaz
Hello mate, please answer these questions for me:

1. Will the original Star Wars shoot 'em up or the awesome Chase HQ ever be released for the SNES or Megadrive?

2. The Megadrive's Streets of Rage has some excellent music. Will the SNES ever lay eggs to this standard?

3. When the Mega-CD or SNES-CD finally come out of hiding will they create games with real music like you can hear on a normal CD?

4. Please supply me with the Chairman of Nintendo's personal address, I've got lots of questions for him.

5. Finally, will we all be brought together one day in a brothel of love with a luxurious soapy orgy of tenderness and joy? If not, why?

I leave these questions with you in the name of Jesus Christ, amen.
An Evil person from Norwich in Norfolk

JAZ: 1. Nope. 2. Eh? 3. Yap. 4. No. Anyway he wouldn't be able to understand them because he can't read or speak English. 5. Only if you died.

AND YOU CAN'T PLAY ON IT

Dear Jaz
I've been reading your meg for ages and I think it is excellent. I have a few questions for you:

1. I purchased a SCART lead from my local Virgin Megastore. When I got home I connected it to my Official Megadrive and then to my TV with its SCART/Euro connector lead. After half an hour of hell I discovered that I couldn't get a picture at all. I tried to tune it through the video but to no success. Please help me.

2. When will Speedball 2 be on the shelves?

3. It has been said that Electronic Arts are working in a game called Space Hulk. Do you know anything about this? If so, will it be out on the Megadrive?

4. When will Aliens 3 be available?
Alan Robertson, Dumbarion, Scotland
JAZ: 1. Sounds like one or the other is shagged. 2. It's out now. 3. It's one of those massive

Buck Rogare type games. There'll be more news about it later on this year. 4. Around October/November time.

I DON'T CARE...

Dear Jaz
Please answer my questions, they are really important to me.

1. Once upon a time I was playing on John Madden '92. I chose a game play and passed it to the quarterback, he mysteriously shrunk to 1/4 of his normal size and turned into the referee (I know it sounds crazy but it's true). Please explain what happened.

2. I'm selling my Megadrive and getting a SNES in a few days. Do you know if It Came From The Desert or Ant Heads are coming out for it? And if so, when?

3. When will Super Contra be officially released in the UK?

4. In issue 16 you reviewed Mario Lemieux Ice Hockey. It showed three players but they were wearing roller skates, and instead of a puck there is a red ball I've never tried Ice Hockey with

roller boots on, sounds funt Gareth Davies, Fulwell, Sunderland
JAZ: 1. The program went wrong and crashed. It occasionally happens, so don't worry about it. 2. It's coming out on PC Engine CD-ROM I'm afraid. 3. Not for youks. 4. Yuk!

'COS IT'S YOUR

Deerest Jazza
About half a year ago I bought Snake Rattle & Roll for my NES. I was amazed by the quality of it's gameplay. After months of hard practicing I finally completed it. I watched the end of game sequence and it indicated there would be a sequel called Snakes In Space. I was absolutely delighted but I've noticed you haven't mentioned anything about it. Have you any information on this game? Please, please print this letter because I'm the biggest Rattle & Roll fan.

Jaks "The Snake" Roberts, Stone Mountain, Georgia, USA
JAZ: It's still being programmed and won't appear for another 12 months or so.

I THINK YOUR SNES IS SMELLY

Dear Jazza
Could you answer some questions about the Mega CD please?

1. Is it true that the official Mega-CD will not be released until early 1993?

2. If so, why? Because I think it is unfair on official Megadrive owners.

3. Will Streetfighter 2 or '92 be coming out for the Mega-CD?

Because the complete guide to Megadrive magazine showed some early screenshots.

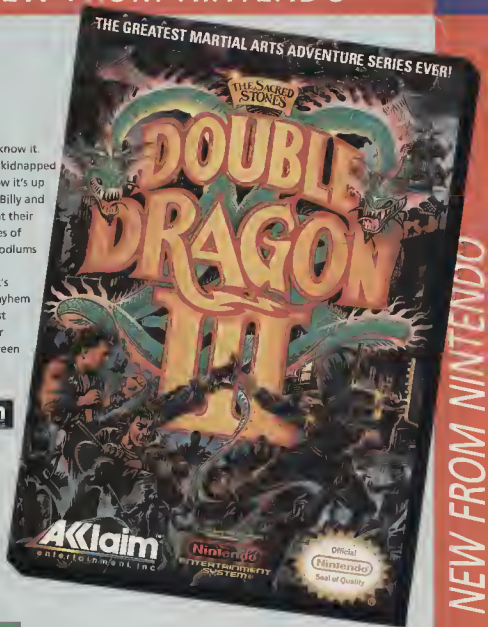
4. If so, when?
5. Why haven't you previewed CD games like Dark Wizard and Asla Lord? Because another mag has and they look brill! Just what Mega CD players are waiting for. A McCandish, Shadwell, Leeds
JAZ: 1. It might well appear before Xmas. 2. So what? There's nothing to play on it anyway! 3 and 4. Not that I know of. 5. You can't play them 'cos they're all in Japanese.



NEW FROM NINTENDO

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Wouldn't you know it, Marion's been kidnapped again – and now it's up to you to help Billy and Jimmy Lee fight their way past hordes of hard-nosed hoodlums in an all-action adventure that's martial arts mayhem all the way. Just don't take your eyes off the screen if you want to survive.



THE
WORLD'S
NUMBER
ONE
GAME
SYSTEM

THE SEQUEL
WITHOUT EQUAL.

NEW FROM NINTENDO

MEAN

ARCUS ODYSSEY

If you fancy a few tips for this decent Gauntlet-esque title, examine this stuff sent in by someone who forgot their address - doh!

Enter the second room in Act III for some bonus goodies. In Act IV watch out for the shadows on the floor as there's a load of dragons just waiting to attack!

RAINBOW ISLANDS

Here's an interesting tip from Mr Unknown for this decent conversion of the Taito coin-op. To gain all of the potions and the speed shoes press UP, B, DOWN, LEFT, C, A, A, B, and C on the title screen.



"Yo dudes!" as annoying Californian surfing types tend to say. Welcome to the June issue's Tips Section, packed with just about every valuable hint and tip sent in to us this month. We're always on the lookout for topper hints, tips and maps. Indeed, each month we hand out £150.00 worth of software to one lucky tipster. Who knows? Next month that may be you! Send in all your stuff to MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. Remember, the quicker you send them in, the more chance you'll have of winning the star prize.

THE IMMORTAL

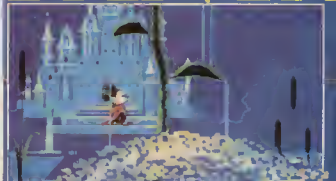
Matthew Martin from Lowestoft in Suffolk has sent in this cunning tip to avoid the sensor room on level five of this excellent RPG.

First of all, buy the shrink potion and return to the first room. Drink the potion and wait for it to wear off. Now wait until you die. After dying, you will continue in the room after the sensor room. The egg you're carrying will hatch. Avoid the slime and drop the bait. Walk away and pick it up again.

Drop it now in the middle of the circle and you'll progress to level six.



FANTA



SIA

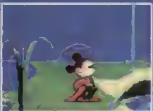


And! Here's a useful tip to get some extra lives on this extremely difficult Sega title now officially withdrawn from the shops.

First, fight your way through the first part and locate the 1-UP on the top set of

platforms. Continue through the levels until you get to the magic book. Take it and keep moving right until you get to a treasure chest.

Enter the chest which warps you back to the 1-UP. Collect it and repeat the process to get loads of lives!



WRESTLE WAR



MEGADRIVE

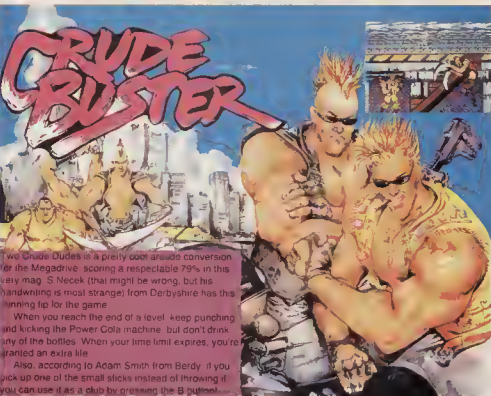
TIPS



牛詩集

Here's an interesting tip for this groovy wrestling game, sent in by the person known as Jamie Matthews, who hails from Harefield in Middlesex.

If you have an arcade power stick (or any Megadrive autore pad), turn on the autore. When you grapple you should have no problems in dealing with your opponent! Just keep the button for your desired move pressed down and you should be away!



Two Crude Dudes is a pretty cool arcade conversion for the Megadrive, scoring a respectable 79% in this very mag. S Necek (that might be wrong, but his handwriting is most strange) from Derbyshire has this winning tip for the game.

When you reach the end of a level, keep punching and kicking the Power Cola machine, but don't drink any of the bottles. When your time limit expires, you're granted an extra life.

Also, according to Adam Smith from Berdy, if you pick up one of the small sticks instead of throwing it, you can use it as a club by pressing the B button.



TIPS

Although they're a bit old, I've decided to print all of the codes to this excellent scrolling shoot 'em up. Next month, I'll print all of the codes to the secret levels.

ARNOLD PALMER
GOLF

If you want to be able to fire off extra powerful shots on this ageing golf game, enter EUE on the password screen and you should be away! Thanks to someone who forgot to include his name in his letter for that tip.

ROLLING
THUNDER

STAGE

PASSWORD

LEVEL
TWO
LEVEL
THREE
LEVEL
FOUR
LEVEL
FIVE
LEVEL
SIX
LEVEL
SEVEN
LEVEL
EIGHT
LEVEL
NINE
LEVEL
TEN
LEVEL
ELEVEN

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LEARNED THE SECRET
A NATURAL FIGHTER
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A CURIOUS PROGRAM
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A PRIVATE ISOTOPE
DESIRED THE TARGET
A NATURAL RAINBOW
ELECTED THE FUTURE
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A PRIVATE THUNDER
CREATED THE POWDER

Nintendo

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FUN CAN
YOU HANDLE?

NEW FROM NINTENDO

NEW FROM NINTENDO

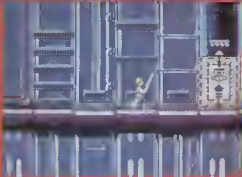


STAR WARS

Karr-Mikkellwahle worn Southwick in Brighton has seen fit to add to our Star Wars tips special with these super hints 'n' tips.

To build up the maximum of eight lives at the beginning of the game, keep re-entering the sandcrawler where you found R2-D2. An extra life is on the level below. You can do the same in any of the caves that contain shields to get your maximum eight.

When you face up to TIE Fighters in the Millennium Falcon and X-Wing Fighter, place the target cross in the top middle of the screen and fire away. This destroys just about everything. You only need to lower the sights slightly to intercept any missiles.



MEAN MACHINES 40



CAPTA SKYHA



SUPER MARIO 3 BROS.





RESCUE RANGERS

Pele Greathead from County Durham has sent in this extremely devious set of tips that should help you defeat the first law end-of-level bosses in this excellent platform romp

CLEANING MACHINE BOSS

Run for the red ball and pick it up and scarp over to the right hand-side of the screen. When the lightning appears, jump over it and run to the middle of the screen and shoot the red ball up to the green ball on the machine. The machine will flash. Dodge the falling ball and run to the right of the screen. Now just repeat the process

THE OWL

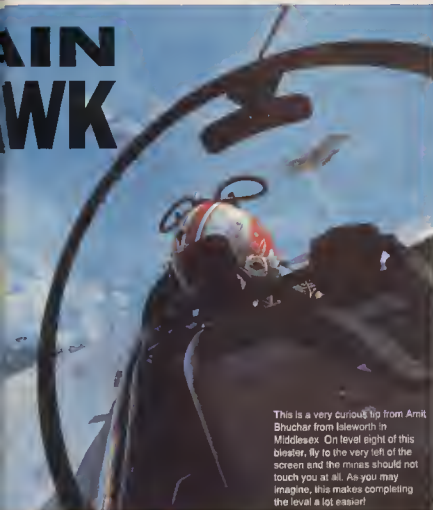
Get the red ball, collect it and dodge the owl's feathers. Wait until he comes back down and then throw the ball at him. Dodge the ball as it falls, collect it and repeat the process

THE UFO

Easy! Just dodge the little green men that are propelled towards you and collect the ball. When the UFO is above you, press UP and B to hit it. Continue this plan of action to defeat this extra terrestrial nasty

THE BONUS GAME

The best way to deal with this game is to start getting the boxes from the left side of the screen. That makes it possible to get the extra life from the top box



This is a very curious tip from Amit Bhuchar from Isleworth in Middlesex. On level eight of this blaster, fly to the very left of the screen and the minis should not touch you at all. As you may imagine, this makes completing the level a lot easier!

THE SIMPSONS

Here are a number of useful hints for this good arcade adventure game based on the funniest TV show around at the moment

1. Stand outside the cinema until the timer reads 400. A kid should come out wearing purple. Spray him.
2. Use the phone and Moe from Moe's Tavern should chase you. Again, spray him.
3. Buy the whistle and when you get to the end of the retirement home, use it and Grandpa Simpson should give some cash.
4. On level two, when you get to the floating platforms, jump on to the second one three times. It will carry you across the level. On your way down jump diagonally right to receive invincibility!
5. On level three, use the magnet from level one on the wheel of fortune and you'll automatically win.
6. When you get to the big Krusty the Clown face, jump up into his mouth and you are teleported to a long corridor packed with coins. Yeah!



Here's what could be described as a very strange tip, sent into the MEAN MACHINES office by Richard Lee from Ascol

After completing the game, press the A button to return to the title screen. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START. You'll begin the game with 28 Magic Wings. Cool!



The mysteriously named D-Towers sent in these groovy tips to liven up your WWF matches

When you're playing a tag match or survivor series press SELECT and A. Your partner will jump into the ring and help you kick the cack out of your opponent.

Pressing SELECT and B makes your partner walk around the outside of the ring and slap your opponent's partner around.

Hold down SELECT and A and B to make your partner climb the ropes and jumping into the ring, laying into your opponent.

This should enable you to get much more hurt from this game, especially in two-player mode!

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SUPER NES TIPS



SUPER CONTRA

You may not know about this little "tip", but luckily Dave Marnek from Sunderland has come up with the goods.

In two-player mode, when one player has died, he can trade in his smart bombs for extra lives by using the red button on his joystick.



However, you can only do this as long as the other player is still in the game, so be quick!



We've had a couple of "rate" phone callers, whingeing because our Super Tennis tips are no good for the official UK version of the game. Check out this little tip courtesy of Richard Robinson from Scarborough.

On the player select screen, press the **LEFT** button five times, then the **X** button once, then press **RIGHT** seven times and then press the **X** button on controller two.

The music should change telling you that the cheat has been installed. Now, when you select a player, he will have the best possible abilities available! So now you should be able to beat any of the computers players, even if you choose the worst woman participant! Yowzers!

SUPER MARIO BROS IV

Jonathon Carter, amongst others, came up with a decent tip for perhaps the greatest game ever!

After completing Forest of Illusion IV, try the next few levels and if you are running out of lives, go back to Forest of Illusion IV and nick the 1-UP off the Koopa in the cloud. Press **START** and **SELECT**, which takes you back to the map. Keep doing this to stock up on your lives!

There are a number of other little "cheats" like this found within the game



THE ADDAMS FAMILY

"Hi" writes Kieron Chapman from Cannock "Here are a few tips for The Addams Family on the Super NES."

1. On the continue screen, go to the extreme left, passing the continue door where four lives are yours for the taking

2. Wait until the game enters DEMO MODE and wait for Gomez to pick up a power-up. Start the game at this point and you will begin carrying the same power-up! Hurrah!

3. For anyone who's dying to see the last level, just enter BLS1T as the password. As an added bonus, you'll get five energy hearts to help you out

4. This code (from Andrew Guy, who hails from Stionall) is especially useful! Type 1111 (if that doesn't work try 1111) for 100 lives!

SUPER EDF

Thanks to Mr Unknown, you too can sample a different intro to the sad shambles that is Super EDF. Just turn the machine off and hold down **UP** and **START** when you power-up your Super NES.

Also, to become invincible (which isn't really required because this game is so ridiculously simple) pause the game and press **A**, **B**, **X**, **Y**, **L**, **R**, **UP**, **DOWN**, **LEFT** and **RIGHT**. Unpause the game and you should be indestructible



Football Action

Super League Special

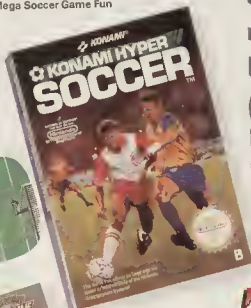
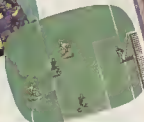


KONAMI HYPER SOCCER

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● For 1 or 2 players ● System: Nintendo Entertainment System.

HYPER SOCCER – Mega Soccer Game Fun



KONAMI
Mega Video Game Fun

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TERMINATOR 2 JUDGMENT DAY



BUBBLE BOBBLE

Once again, it's that man Paul Elmore with some more excellent Gameboy tips and codes. Try out these for the brilliant platform romp, Bubble Bobble.

4LL1
IGBF
HTB3
K2BJ
VLT1
VLT3

This game has prompted a couple of games players to send in their stuff. First of all, Marc J Gilbert from Newark reckons that you should hold down **SELECT** during play to slow the action down. This especially comes in handy during the reprogramming levels.

Here are some excellent tips to help you get through the first four levels of Acclaim's cool game, supplied by Paul Moore from Danbury Common in Essex.

LEVEL ONE

Shoot the beacons in this order: fourth, first, fifth, second, third.

LEVEL TWO

At the end of this level, jump onto the middle platform. Stand in front of the door and press **UP**.

LEVEL THREE

This is simple. Just re-program all of the readouts to zero.

LEVEL FOUR

On this level, drive along the top of the screen until the T-1000 appears. You skip all of the obstacles that way.

THE HUNT FOR RED OCTOBER

Here's an invaluable little tip, sent in by tipster extraordinaire, Robert Cooper from Dudley. This amazing cheat enables you to start the game with a massive 25 submarines!

On the map screen, press **A** and **B** at the same time and follow that up by holding down **UP** and then **DOWN**. Hey presto! A large amount of submarines are yours for the waiting.

SKATE OR DIE: TOUR DE THRASH

If, for some strange reason, you wish to get to some of the later levels of this skateboarding game, examine the following codes sent to our humble office by Paul Elmore.

LEVEL ONE: GNBf
LEVEL TWO: MTGP
LEVEL THREE: PVFS
LEVEL FOUR: FVCH
LEVEL FIVE: BXHN
LEVEL SIX: GFTQ
LEVEL SEVEN: JZWC

GO! GO! TANK

Paul Elmore sent in loads of juicy little tip-bits this month, including this fab cheat that grants you invincibility on this very difficult game.

On the title screen, press **LEFT, UP, RIGHT, UP, LEFT, UP, RIGHT, UP, LEFT, UP, LEFT** and **START**. The cheat should now become active, making it a doddle to finish off the game.

CASTLEVANIA

It's that man again, Paul Elmore! This tip for the classic Konami platform game enables you to get into a secret room and plunder its many treasures. On the first level, go all the way up the lith rope and you should enter a secret room! Easy, or what?

BATTLE UNIT ZEOTH

Cheeky! Is Paul Elmore some kind of Gameboy genius or something? Check out this novel level select cheat for this cool game.

Wait until the music on the title screen has finished. Now hold down **A, B** and press them all down five times. Now you will start to hear musical tones. After the first one, press **START** to begin level one. Or if you prefer, press the button after the second tone to enter level two. Alternatively, just let the tones go on until you feel like starting a really high level and press **START**. Amazing, eh?

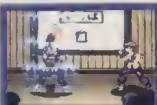
RANMA NIBUN

If you're a Super NES owner into a little bit of beat 'em up action, you could do a lot worse than check out *Ranma Nibunolghi 1/2* - a one-on-one combat game that could be described as a sort of cut-down version of *Street Fighter II* with its own inimitable graphic style. These tips were sent in by Mike Moore from Hull and they should help out anyone who fancies mastering each character. Read on...



▲ Sometimes a simple attack amidst many more complex moves pays off.

According to the *Ranma* comics, Genma is actually Ranma's Dad! Although he is getting on a bit, he still puts up a good fight with his great fireball attacks and his devastating elbow attack. He is quite vulnerable to range weapons. Practise his elbow charge.
MAGICAL ATTACK: Fireball
SPECIAL ATTACK: Elbow charge
RANGE ATTACK: Fireball.



RANMA ONE

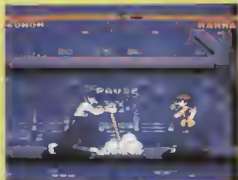
This character is a good all-rounder who is able to execute a double jump with ease. This is especially handy for jumping behind your opponents and then throwing them, a cunning tactic indeed!

MAGIC ATTACK: Spin punch.
SPECIAL ATTACK: Laser beam.
RANGE ATTACK: Nona.

RANMA TWO

Ranma's male counterpart has all the skills of your male pal, but is a bit short and can duck under fireballs. She can also jump away from her opponent after a flying kick. Ranma is speedier than the male counterpart, but doesn't hit quite as hard.

MAGIC ATTACK: Spin punch.
SPECIAL ATTACK: Laser beam.
RANGE ATTACK: Nona.



He is also known as the Man with the Stick - for obvious reasons. He is a good character for beginners to start with, but any character with a double jump can get in close and dust his monkey ass (preferably by throwing him). He cannot throw as he uses both hands using his stick.
MAGIC ATTACK: Ground lightning.
SPECIAL ATTACK: Mini-earthquake.
RANGE ATTACK: Mini-earthquake.

KOHCHOH



With his skateboard and loud shirt, this radical dude is a deadly opponent. Once you've mastered his many different forms of offense, you will be difficult to defeat. His only real weakness is his slow speed. The best tactic is to use flying kicks against him.
MAGIC ATTACK: Coconut bombs.
SPECIAL ATTACK: Nona.
RANGE ATTACKS: Flying lobsters, bombs.

RANMA

KODACHI



This idiotic wonder is very fast, with many tricks up her leotard to watch out for. Her range attacks are unparalleled, but she is pretty simple to defeat in close quarters. Press **PUNCH** and **UP** to make use of the best range attack in the whole game.
MAGIC ATTACK: Jump spin.
SPECIAL ATTACK: Killer roses.
RANGE ATTACKS: Bouncing ball, ribbon laser, stick.



▲ Learn to master and exploit Ranma's amazing jumping powers.

ROYHGA



The last opponent in the one-player game is perhaps the deadliest. His power punches are almost twice as effective as any other character's and his fireball powers are second to none. Pressing **PUNCH** very quickly unleashes a deadly explosive punch. Very impressive.

MAGIC ATTACK: Fireball.
SPECIAL ATTACK: Ground shaker.
RANGE ATTACKS: Fireball.



▲ The bitter taste of defeat as Genma defeats the male version of Ranma. Genma rubs salt in the wound by changing into a panda (?).

SHAMPOO



She may look helpless, but she can kick the excrement out of anyone given half a chance. She has an evil double jump kick just like Ranma's, which is useful for jumping in, attacking and then retreating quickly. She's fast and deadly, but has no range weapon. Exploit this as the weakness that it is.
MAGIC ATTACK: Spin punch.
SPECIAL ATTACK: Running charge.
RANGE ATTACKS: None.

TEN USEFUL HINTS

These ten useful hints should improve your Ranma combat style immensely. Check them out...

1. For two-player games, try each character out to see which suits your playing style. Always have a second choice in case your mate pinches your favourite player.
2. Throwing your opponent whenever possible is a good tip. This is the most powerful type of move.
3. Don't just rely on long range weapons or attacks, as any half decent player will then be able to thrash you.
4. Use the two-player mode on your own to master each character's moves.
5. Remember that if you block for too long, your opponent can throw you, but if he gets too close, you can throw him!
6. A good defence is always instrumental in order to be victorious.
7. It's sometimes possible to get new attack moves by using directions in conjunction with the attack buttons.
8. Be careful. In one-player mode, if the computer is losing, he will suddenly get a lot better!
9. Vary your attack manoeuvres - the last few computer players seem to memorise any patterns you develop and then proceed to beat you to pulp should you use those tactics again.
10. If computer opponents block everything you do, block yourself and wait for him to attack. You should now be able to get in a quick blow.



SEGA TIPS

One of the better releases of late for the Master System has been *Shadow of the Beast* by Tecmagik. Here,

MEAN MACHINES offers you the exclusive full solution to this massive game courtesy of Tecmagik themselves!

STAGE ONE

At the start of the game, go left past the tree with "HOME" written on it and punch the rock pile to collect the key. Run back to the "HOME" tree and select the key to enter the underground domain.

SHADOW OF



▲ It's the Beast!

STAGE TWO

Once inside, beware of the flame which shoots across the floor. Go right, down the ladder, left, down, right, down, left, down. Travel left to collect a long jump potion from the chest. Walk down the ladder and jump left to get hold of a secret extra life potion. Leap back quickly and go right, down, left and drop off the platform. Continue left and leap over the gap to fight the guardian of the orb, avoiding the blue ball he holds, avoiding the flame, until you defeat him. This gives you a plasma bolt punch.

STAGE THREE

Walk right a little and drop down the gap to get the round yellow key. Go right a little and collect the energy restoring potion and fall down the gap. Run right as far as possible, avoiding the spikes on the floor. Now go up, right, up, right, up, left (get the red potion to increase your strength), up, left, up, left and up. Walk right to confront Death Skeleton. The best tip here is just to keep zapping him as quickly as possible.

STAGE FOUR

Guide the Beast right and then up the first ladder, and then left until



▲ It's the key, the one we need.

you reach a lever, ignoring the ladder you pass. Throw the lever and go right and up the previously ignored ladder. Walk left and collect the key and then travel right, down the ladder, down, right, down.

STAGE FIVE

Run right, up the ladder and move right, watching out for the snail. Go down all the way and then travel right, jumping over the slime. Follow these directions: down, right, down, right, down, right, down, down, left, down, left, up, left, down, left and then up. Collect the green key to the right.

STAGE SIX

Retrace your steps left and go back down the ladder, right a little and then down. Go right (avoiding the slime and spikes) until you reach Hydrass the Dragon. Defeat him by punching the horn on the lower head a number of times (trying to avoid the spitting flames). Run right and use the yellow key to enter the well.

STAGE SEVEN

Climb up the well to reach a position just right of the starting location. Now you will have the key to the castle, so begin the journey to the right. Punch rocks to collect extra energy. Make sure you get a

chance to see what you're doing in the castle. If you take the coin to the well and select it, you will get an extra life. When you reach King Gorgyle, you are transported to the outside of the castle where you use the square white key to enter and find a dragon's egg. This is used later on in the game.

STAGE EIGHT

Once inside the castle, run left a little, up, right, down, right and then up all the way. Go left and drop down (use the white invisibility potion or the long jump potion, or you die a terrific death). Go left and up and then travel all the way right to pick up the spanner. Now return all the way left, ignoring the first ladder down. Walk down, right, down and left to collect a round white key. Go right and fall down being careful not to impale yourself on the swords. Travel left and then down, right, down and left to the chest marked "BLASTER". Select it and you will have a weapon to use against the monsters. Go right, the forcefield and select the spanner to disable it, allowing you to progress.

SEGA

TIPS



牛寺集

The castle layout is a breeze
if you're a touch cunning.

STAGE NINE

Now you are charged with the task of going up, left, down, left and then up. You should have returned to the point where you entered the castle. Run right, down, left and pick up the high jump potion. Now go down and right and prepare for your fight against the evil Gargoyles. Use the high jump potion and shoot him in the eye a number of times to kill him. Continue to the next level and use the round white key to enter the caves. BUT REMEMBER! You MUST have selected the mask and the jet-pack before you enter! These are in the chest just before the door.

STAGE TEN

Fly right, hitting slime on the floor to pick up strength on the way. You should also find the egg that King Gargoyles requested. At the far right you meet the giant monster, Corannis. Fire at its mouth until it is destroyed. This teleports you back to the castle. Use the crucifix in the graveyard here to give King Gargoyles the signal to teleport you back. Run right to Gargoyles and he will let you pass. Go right all the way, hitting the gravestones to pick up extra potions. You should reach a giant's foot and a club. Hit the foot a number of times, avoiding the club and you should defeat it. Now sit back and enjoy the end sequence.

▲ The easiest part of the game!



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WHEEL



Many years ago in prehistoric times there lived a race of giant flying reptiles, legendary for the huge eggs they laid - one of which was capable of leading a family of Tasmanian Devils for a whole year! Legend also has it that somewhere, in a lost valley, these creatures live on. Naturally, these eggs seem very appealing to young Taz, who sets his heart on a couple. Sadly, Tasmania is not known for its specialist delicatessens and it becomes apparent to the helpless young Devil that he will have to sally forth and find the valley himself.

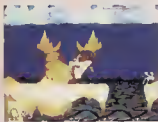
Unfortunately, Taz has two major problems. First of all, he doesn't have the foggiest idea where to start his search - so it's up to you to help guide him around the platform-style land of Tasmania. Secondly, everyone else in Tasmania loathes and detests Tasmanian Devils - which leads them to attack Taz with no provocation. Still, Taz has his mighty spinning and leaping abilities to depend on, as well as a healthy tendency to eat anything in his path!



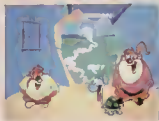
▲ Taz encounters a problem in Iceland.



▲ Watch out Taz!



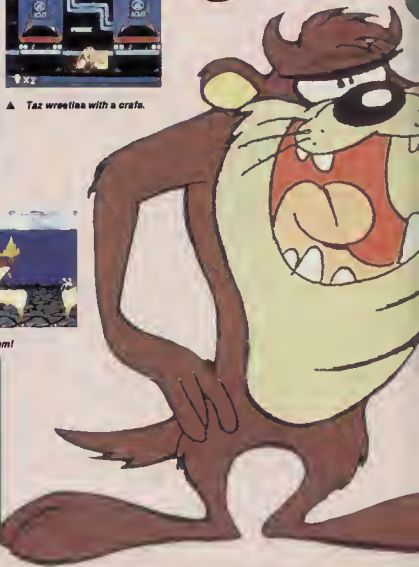
▲ Yum yum yum!



▲ The Taz family.



▲ Taz wrestles with a craft.



TAKING A STUFFING

The cartoon incarnation of Taz is known for his voracious appetite. Likewise, eating everything in sight plays a fundamental role in the Megadrive game. Every time Taz comes into contact with an inert object or living creature smaller than he is, Taz is prone to shove it straight down his cakahola. Naturally, this can be a good thing when it comes to replenishing energy with goodies such as roast chicken, but Taz must also beware of harmful things, such as bombs, which have a tendency to explode once eaten - severely draining his energy bar.



SPIN ON MATEY

One of the most fearsome abilities of the Tasmanian Devil is its deadly spin. This attack has a similar effect on the attacks as being placed in a large blender. Most enemies end up being whirled right off the screen by this ferocious assault, although some are immune to its effects. Spinning is also the fastest way for Taz to travel, as well as increasing the length of his jumps.



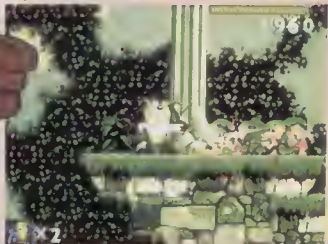
▲ *The Tasmanian Devil pulls a lever in the factory level. These are very useful, opening up later parts of the stage.*

LIGHTS, CAMERA...

There are times when Taz encounters a problem that no amount of chewing or spinning will solve. It is then that the ACTION command comes into its own. This button has varying effects depending upon the circumstances Taz finds himself in. For instance, in fiery-breath mode it causes Taz to spit a gout of flame, whereas in the Factory zone it is mostly used to switch levers on and off. If there's nothing better for Taz to do though, ACTION makes Taz pull off a pretty impressive growl.



▲ *Dur hero encounters an icy end in the Iceland stage of Taz Menel! This occurs when Taz falls into the sub-zero waters of the lava!*



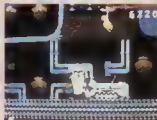
COMMENT

Once again another cartoon character gets the Megadrive treatment, and once again the end result is a graphically stunning platform game. Zero out of ten for originality, but at least the game is great fun to play. As I've said, the graphics are truly wonderful, with Tez stonking around the screen just like he does in his cartoons.

The sound is also good, although I

JULIAN The sound is also good, although I must admit to being disappointed by his roar • It's nothing like the manic screaming and shouting fit he has in the cartoon.

Gameplay-wise, Tez is better than Donald Duck inasmuch as the action is less rigid and a touch faster, but even so it suffers the same problems of difficulty - or rather, the lack of it. Even on HARD there's no real challenge, and anyone who's played a few platform games of this type will finish the game much sooner than they'd like. I must say that this problem is really beginning to cheese me off - how many Megadrive games have we seen that are superb, all but for the difficulty setting? When will Sega of the messes?



TASTY BONUS ACTION

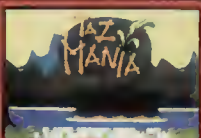
Along his travels Taz finds a variety of bonus items which are activated once eaten. There are the usual energy boosters as well as extra lives, bonus credits and even hot chili peppers which endow our furry pal with fire-breathing abilities! Be careful not to spin in to these goodies however or they are lost forever.

COMMENT

There's no question that Taz Mania is visually one of the most stunning Megadrive games yet - it's virtually identical to a Tez cartoon, right down to his aggravated fit when he is left alone for a while. The animation is very impressive, the sprites and backgrounds are well defined, detailed and full of colour, and there is a definite cartoon feel to the proceedings. Despite all of this,

RAD

the thought of another Megadrive platform game still doesn't all that appealing. True, the first couple of levels are pretty standard stuff, although the action is less linear than usual and Taz must find his own way through. After this, however, things get a bit more interesting and there is a stronger puzzle element to the game. The wide range of actions available to Taz also help sustain interest. The only flaw with Taz Mania is that it's a little too easy. Although some of the fifteen levels provide a real challenge, a lot of them are a little too short to fully test your gaming abilities. Taz Mania is a very good game with fantastic graphics and some really smart gameplay, but when it comes to the ultimate in Megadrive platform thrills RoboCop is still the one to go for.



BY: SEGA

PRICE: £39.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: EASY/MEDIUM

LIVES: 3

CONTINUUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: SKILL



PRESENTATION 89%

Some options and gorgeous intro as well as superb in-game presentation

GRAPHICS 96%

Easily some of the best Megadrive graphics yet - superlative sprites, animation and backgrounds in glorious Technicolour.

SOUND 82%

Effective as true to the cartoons as you could expect, as well as some suitable tunes

PLAYABILITY 88%

There's lots to do and loads of variety. The action moves at a decent speed and it's a lot of fun to play.

LASTABILITY 71%

Sadly, although Taz Mania is entertaining, it's too easy - even on HARD, platform fans won't find a really decent challenge.

OVERALL 81%

An enjoyable and visually exciting platform game which may not be tough enough for hardened platform veterans, but is still worth a look.

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What exactly is a Lemming? Someone who failed the audition for an Australian soap opera? Perhaps the brains behind the waterproof sponge? Maybe the inventor of in-coffin stereos? Well, while these are certainly possibilities, they do tend to understate the sheer stupidity of this strange species.

Lemmings are in fact thicker than the big print version of the complete works of Charles Dickens! As cuddly as they might be, these guys are a life insurance salesman's nightmare! But every cloud has a silver lining end, for this bunch, you're it!

The player assumes the role of the benevolent Lemming god upon which these furbells depend for survival. It's his duty to guide them through, over, under or around a whole variety of obstacles in order to get them safely to the next level. Quite naturally, a Lemming god possesses supernatural powers which enable him to induce a sense of purpose into these otherwise vacuous creatures. By picking out a Lemming with the cursor, it's possible to make them a climber, floater, blocker, builder, basher, miner, bomber or digger! If things are going downhill fast, with Lemmings buying it left, right and centre, there is the option to nuke the lot of them and start the level again.



HEAV



OBLIVION CENTRAL

If you can see an entire project quickly turning into a disaster, you have the opportunity to nuke every Lemming on the level, and when their utter stupidity makes you feel like hacking your head off, such an action can prove very satisfying!



PAIN, PAIN, GO AWAY!

Mary Poppins antics abound as floaters armed with umbrellas touchdown without so much as a scratch. Often, on obstacles which allow digging in only one direction, a climber will have to crawl it, change to a floater in order to survive the jump, and then change again to a basher to tunnel back to his buddies.





EN →



WHIPPETS AHoy!

Here we see a Lemming from "up north" doing what he knows best! As the sweat accumulates in his cloth cap, it becomes obvious that his tools could lead to disaster. Judging correctly where to dig is of vital importance, so plan your excavations wisely!



ROB

next minute, nuking every one of them fills you with malicious glee. Difficulty settings range from fun to mayhem, and later levels become mind-numbingly tough. The two-player facility is good fun, giving you the opportunity to sabotage your opponent's efforts while trying to preserve your own. Lemmings is a very clever game and you've got to be clever with it, otherwise you're as dead as e... Lemming!

COMMENT

Be warned, Lemmings can seriously screw you up! I'm currently enduring agonizing withdrawal symptoms from this highly addictive game. The SNES retains all of the elements that went to make the Amiga version so popular. You soon find yourself developing a schizophrenic relationship with these animele. One minute you're determined to save their furry little lives, and the





REVIEW



IT'S A GOD'S LIFE

As you progress through the levels the landscapes become more complicated. On top of this you're given fewer options and are required to get a higher percentage of your fluffy chuma home, which means one mistake could result in THE END OF EVERYTHING!



LEMMING STATS

The statistics at the bottom of the screen tell you how many times you can use particular skills/tasks on each level. It also displays the time you have left to complete the level and the percentage of Lemmings home and dry. The nuke option is there as well.



BY: SUNSOFT
PRICE: £39.99
 RELEASE DATE: JULY
 GAME DIFFICULTY: MEDIUM
 LIVES: N/A
 CONTINUES: NONE
 SKILL LEVELS: 4
 RESPONSIVENESS: GREAT



PRESENTATION 89%

The opening screens are entertaining and the all-essential password system is included.

GRAPHICS 83%

The Lemmings are well animated and the landscapes and backdrops are both well drawn and colourful.

SOUND 87%

There is a whole range of happy-go-lucky tunes and the cute death cries of the Lemmings are excellent.

PLAYABILITY 92%

As soon as you're used to the icons, you're hooked...

LASTABILITY 91%

...and with 132 levels in the single-player mode and four difficulty settings you'll be kept busy for a very long time.

OVERALL 92%

A classic and original puzzle game with plenty of options. It won't fail to entertain, so don't fail to get your hands on it.

COMMENT



I really enjoyed the Amiga version of Lemmings - when I first saw it I personally ranked it as one of the most brilliantly original games of all time. It's not the graphics

RICH

or sound. I think it must be something to do with the fact that the task you are charged with is mentally stimulating and taxes your brain in different ways in each level. The two-player mode is truly superb; inflicting various forms of hideous death on to your opponent's Lemmings is a real laugh! Although audio/visually it could be better, Lemmings has the gameplay and the challenge to make it a very worthwhile buy.



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SIGNATURE

TOP 10 CHARTS

ALL FORMATS

MEAN MACHINES 89

GAMEBOY

Here's a strange situation: Super Mario Land is still at the top of the charts! What's going on? Aren't you lot buying any new games? Will this situation change by next month?



▲ Duck-related capering at number two.



GAMEBOY

- | | | |
|----|----|-----------------|
| 1 | ◀ | SUPER MARIOLAND |
| 2 | ▲ | DUCK TALES |
| 3 | ▼ | DR MARIO |
| 4 | ▼ | WORLD CUP |
| 5 | ▲ | F-1 RACE |
| 6 | NE | TURTLES |
| 7 | NE | SOLOMON'S CLUB |
| 8 | ▼ | THE SIMPSONS |
| 9 | NE | BOULDER DASH |
| 10 | ▼ | GOLF |

NINTENDO

Boradom rules in the Nintendo chart, with Super Mario III once again the highest selling Nintendo cartridge. You'd think with all these new games coming out, some of them might actually make it into the chart - and sell more copies than games like Donkey Kong Classics.



▲ Dats going for the star position.



▲ Luke loses the force.



NINTENDO

- | | | |
|----|----|-------------------|
| 1 | ◀ | SUPER MARIO III |
| 2 | ▲ | RESCUE RANGERS |
| 3 | ▼ | STAR WARS |
| 4 | ◀ | SUPER MARIO II |
| 5 | ◀ | KONG CLASSICS |
| 6 | ▲ | THE SIMPSONS |
| 7 | NE | NEW ZEALAND STORY |
| 8 | ◀ | WWF |
| 9 | ▼ | DUCK TALES |
| 10 | ▼ | GHOSTBUSTERS II |



SEGA

- 1 ◀ ASTERIX
- 2 NE SUPER KICK-OFF
- 3 ▼ SONIC
- 4 ▼ BEAST
- 5 ▲ DONALD DUCK
- 6 ◀ POPULOUS
- 7 ▲ G-LOC
- 8 ▲ HEROES/LANCE
- 9 NE LASER GHOST
- 10 NE GHOULS 'N' GHOSTS

SEGA

Asterix remains at the top of the Master System chart with Super Kick Off right behind it, hungry for the coveted number one position. Beast and Populous remain high in the chart, but other than that, there's not much excitement in this month's chart.



▲ Don't mess with the Gaul!

▼ Penalty ref..!



▲ G-LOC fly in at seven.

▼ A major contribution to road safety.



MEGADRIVE

- 1 NE DESERT STRIKE
- 2 NE KID CHAMELEON
- 3 NE ALISIA DRAGON
- 4 ◀ HELLFIRE
- 5 ▼ F22
- 6 ▼ ROAD RASH
- 7 ◀ STREETS OF RAGE
- 8 ▲ MERCS
- 9 ▼ ROBOCOD
- 10 ▼ PACMANIA

MEGADRIVE

EA's amazingly good Desert Strike takes the number one slot with Kid Chameleon and Alisia Dragoon arriving as new entries. Hellfire's still looking good, with the usual assortment of stuff occupying the lower portion of the chart.



▼ That's your dad that is.

THE ACES



IRAN



KOREA



RUSSIA



USA

PREDICTIONS

MEGADRIVE: DESERT STRIKE
 MASTER SYSTEM: ASTERIX
 NINTENDO: SUPER MARIO IV
 (again)
 GAMEBOY: SUPER MARIO
 LAND (yet again!)

There's no rest for the wicked so they say, and where this bunch is concerned it couldn't be more true. Hell's most wholesome family are in quite a pickle, and for once it's not their fault. Abigail Craven is trying to get her hands on the family fortune, and with the assistance of her cohorts, Tully and The Judge, she has so far managed to lock up everyone apart from Gomez. Morticia is imprisoned somewhere in the lower vaults of the mansion, Uncle Fester has lost his memory and is suffering a bad case of demonic possession, and Granny and the kids have also become victims of Abigail's diabolical behaviour. So it's up to Gomez to hunt down Pugsley, Wednesday and Granny, restore the memory of Uncle Fester, and then see to the rescue of his wife.

With places to explore inside and outside the vast mansion, rooms which seem inordinately capacious, secret passages and doors which lead to anywhere and nowhere and lots of baddies desperate to make your life a living hell, this is a truly diabolical nightmare - even for the Addams Family!



GETTING HIGH

What happens when you crash party hats with food eaters? No idea? Well, Gomez has figured it out and he calls it the fezi-copter. While it is utterly useless at slicing carrots or folding pastry, it does allow Gomez to reach the otherwise unreachable. But be warned, once you enter a new door it is operative for only a few more seconds.



A VERY HANDY THING

Every now and then, when Gomez enters a room he's confronted by a box with the letter A printed on it. If he headbutts it, Thing pops up to reveal a clue which can prove very useful to him.



SECRET CENTRAL

The Addams Family is packed full of secret rooms. Nearly every screen has a hidden area full of bonuses, but the real biggie is very near the beginning. Inside this secret screen is a load of power-ups and ANOTHER secret screen containing no less than 27 extra lives! Great eh? The only problem is finding it.



◀ Gomez Addams finds his way to the Old Tree rounds of the Addams mansion.

COMMENT



ROB

This game certainly has a lot going for it. To begin with the quality of the graphics are excellent, with well defined sprites and backdrops. Be prepared for a game that is fast end, at times, very difficult. In fact I was quite fearful that I might finish the game with a lot less hair than when I started it, such is the frustration it arouses! Don't expect to have tired of The Addams Family in a couple of days either. There are always new rooms, passages and puzzles to solve, and the password system ensures that your efforts are preserved. If I'm going to get grouchy about anything it's that this is yet another platform game, treading the same path as those before it with nothing particularly new to offer. But if you haven't bought a platform game for a while, The Addams Family should bring you some of the best graphics and most frantic gameplay you can expect these days.



MURCH PLAYS THE BLUES

...e Mu... and you...
...what looks like a decepti...
...ard St. Igoe linking the voices...
...on Gomez saves a member of...
...a family from the clutches of an...
...d of level bad guy. They are...
...ately transported to this...
...When Granny, the kids and...
...Fester are all present and...
...t, Gomez can set about the...
...y task of saving his Morlice



Plenty of collectables await Gomez in this location.



Gomez faces up to one of the game's lethal guardians! Jump on his head many times to see this icy demon off.

COMMENT

When I first played The Addams Family, I must admit to not being overly impressed. The graphics and sound are both superb, but the gameplay seemed a bit bland. However, the more I played it the more I got into it. There's loads to discover, and there are more secret screens than even a Mario game! It's tough too and you really need to polish your platform skills to get anywhere - on later levels things get extremely tricky and the final level certainly takes some doing! If you're looking for a game with tough, 100% platform action, look no further than this.



JULIAN

Some bizarre signs in the Sports Hall.



BY: OCEAN
PRICE: £39.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: VERY FAST



PRESENTATION 88%

All of the expected options are there, most notably a very useful password system.

GRAPHICS 90%

The slubby sprites are well animated and the backdrops are of excellent quality.

SOUND 89%

Plenty of eerie tunes as Gomez moves about the dark and dank mansion. Sound effects are spot on as well.

PLAYABILITY 90%

Controls are bouncy and responsive which is essential because this is a fast and tough game.

LASTABILITY 88%

Loads of rooms, secret doorways and passages make this no pushover, and platform fans will just keep on coming back.

OVERALL 89%

Nothing really new on offer, but the platform action is tough and enjoyable and fans of the genre should be in their element.

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What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It's the greatest thing since dusted monkey saw, and one of these pocket-sized wonders could be yours. If you win the comp on this line.

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Mean Machines, January 1992.

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Computer and Video Games, February 1992.

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ENT SYSTEM



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6 Sounds can be played in true stereo and the effect is jaw dropping.9

Computer and Video Games, February 1992.

To increase the degree of control and skill at your command, pin point accuracy is ensured through the new ergonomically designed controller – a major innovation in itself. Eight-way cross-key joystick, colour-coded relay buttons and left and right adjustment switches ensure action unfolds in all sorts of new ways.

The Super Nintendo set comprises – control deck, controller, A/V cable, RF switch (allowing you to connect both NES and Super Nintendo to the same TV) and Super Mario World Game Pak – a masterpiece in its own right and hailed by Mean Machines as the greatest 16-bit platform game yet devised.

Super Nintendo – from now on game playing will never be the same again.

REACH THE END?

MEAN MACHINES COMPETITION



Having just released Hyper Soccer, one of the best soccer games yet seen on the Nintendo, Konami have decided to celebrate by giving away a trip for two to see the European Cup final in Gothenburg, Sweden on the 26th June! Are they generous or what?

The trip is completely fab and includes the air flight to Sweden, buffet lunch when you get to your four-star hotel, overnight accommodation, executive coach transfer to the match, top seats at the stadium AND an after-match dinner at one of the finest Scandinavian restaurants! Amazing, eh?

And that's not all! As an added bonus (or not, as is your view on the subject), you end your companion will visit the match with MEAN MACHINES editor Jazza Rignall who will no doubt teach you a few choice Southend terrace songs to help cheer England (cos they're bound to be in the final) to victory.

So what have you got to do to stand a chance of winning this once-in-a-lifetime competition? Well, we want you answer the three dead easy questions below and then fill out the form. Once you've done that, stick it in an envelope and send it off to: LET ME WIN THE TRIP BECAUSE I DON'T SMELL MUCH AND I DO HAVE A PASSPORT, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. The closing date of the competition is June 15th - so make sure your entry arrives by then, or it won't be included in the grand draw when we'll pick the winner.

WIN A TRIP FOR EURO CUP



THANKS TO



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If you aren't over 18 years of age, whoever accompanies you must be - so make sure that if you're not over 18 that your coupon is signed by whoever will go with you.

No EMAP Images employees or their relatives can enter this comp. So tough bananas.



OR TWO TO THE

PEAN FINAL

TO KONAMI



WARNING: NOTE THE CLOSING DATE!
YOU ONLY HAVE TWO WEEKS TO ENTER!

COMPETITION

THE FORM

1. NAME ONE OTHER KONAMI GAME

2. NAME ONE TEAM OTHER THAN ENGLAND WHO'LL APPEAR IN THE EUROPEAN CUP

3. WHO IS THE HOST NATION OF THE FINALS?

NAME

ADDRESS

POST CODE

TEL NUMBER

AGE

It under 18 please get a parent or guardian to sign below.

I confirm that I will accompany the above on the trip should he/she win the competition.

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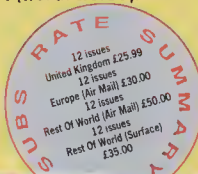
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REVIEW

MARBLE

So, you like the occasional game of marbles eh? Well, perhaps you should try out Marble Madness for the ultimate in small sphere related activities!

This isometric 3D game puts you in control of what must be the toughest marble of all time, and it's your job to guide the orb-like item around the many hazards that make up the Marble Madness course. Your objective is simply to reach the end of the stage before your time limit expires. Rather helpfully, the end of the course is marked GOAL! So, you know what to look out for. Any remaining seconds you have are added on to the time limit of the next level, so storing up time on the easy levels is a good tactic.

There are six levels of arcade action in Marble Madness, packed with strange meanies, cunning traps and hazardous landscapes. Do you reckon you can handle the action?

COMMENT



Marble Madness has been converted to most other consoles and just about every version has been completely brilliant. While this version is graphically superb, the

RICH

control method ruins the game. The control system is just not intuitive enough - one tiny press of the D-pad sends your marble flying across the playing area. The game is also very easy - even with the difficult controls. I saw most of the levels in my first sitting, and it doesn't take a games playing genius to finish the game very quickly. Another thing I noted was that game was quite a lot slower than the original. The easiness of the game is a problem on most of the other versions too, but at least they were fast and enjoyable to play. Unfortunately, Master System Marble Madness

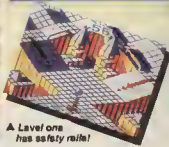
12,740

FREAKY MEANIES

Marble Madness must have the strangest assortment of baddies yet found in a video game. Look out for evil black marbles, pools of living acid, hammers and auction-cap creatures that eat you whole! Most of these creatures should be avoided at all costs or you die! Some creatures, like the black marbles can be ricocheted off the edge of the landscape and into oblivion!

MORE MARBLE MALARKEY

Marble Madness must be one of the most converted coin-ops of all time! Versions of this classic Atari coin-op are available for the Nintendo (programmed by Rare for MB Games), the Megadrive (courtesy of Electronic Arts) and the Gameboy (produced by Mindscape). Just about every version is a spot-on adaptation of the coin-op. Who knows? Perhaps Virgin will release Marble Madness on the Game Gear too.

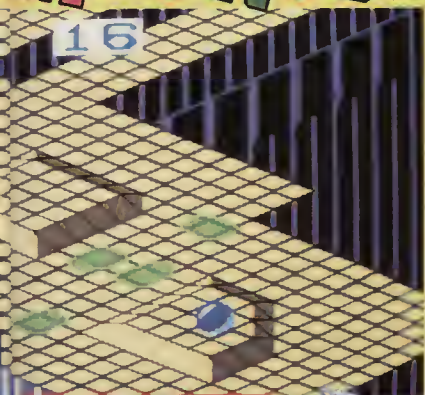


A Level one has safety rails!



MADNESS

16



COMMENT

Graphically this is as close to the arcade original as you could hope. Sadly, though, the gameplay doesn't quite live up to the same standards. The control method is rather fiddly and lacks the "feel" that made the coin-op original and other console conversions such a joy to play. The game also lacks challenge - it's just too easy to go all the way through the game. I still went back to it to try and notch up near perfect scores, but didn't enjoy it as much as I had done with other versions. Marble Madness fans are bound to enjoy what's on offer, but at the end of the day you're left feeling that just a little bit more polishing in the gameplay department would have resulted in this being a perfect conversion, rather than just a good one.

JULIAN

▲ Excitement from level two.

▲ Oh no! Game over!

«MARBLE»
MADNESS

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PRESS FIRE TO START

BY: VIRGIN
PRICE: £TBA
RELEASE DATE: AUGUST
GAME DIFFICULTY: EASY
LIVES: TIME LIMIT
CONTINUES: NONE
SKILL LEVELS: 8
RESPONSIVENESS: POOR

1-2

PLAYERS



PRESENTATION 74%

Lots of options to tweak, including a choice of control method

GRAPHICS 87%

Graphically superb and very close to the coin-op indeed

SOUND 64%

A range of tunes play throughout varying from quite good to downright awful

PLAYABILITY 71%

It has all the elements of the arcade machine, but the control method is not accurate enough

LASTABILITY 61%

There are only six levels and because the game is so easy, they don't take long to conquer

OVERALL 70%

A graphically superb game, Marble Madness is let down a lack of challenge and a poor control method

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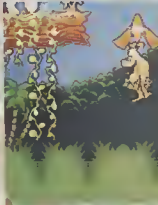


Poor old Chuck Rock. There he was, watching stone age television and consuming a few bevies when along came the evil Gary Gritter, who mercilessly snatched his lady love, the fair Ophelia. Of course, Chuck isn't going to take this sitting down, so decides to rescue his beloved from Gritter's perverse clutches.

This involves the player adopting the persona of Chuck and running around a series of eight-way scrolling platform backdrops, braving the treacherous traps and hazards that Gritter has prepared for him. Luckily, Chuck isn't defenceless in his quest, his enormous beer belly can be used to repel enemy attack with just one lethal pelvic action and he can pick up rocks and boulders to chuck at his assailants.

There are five levels in Chuck Rock, each with three sub-stages, but keep a look out for some of Gritter's enormous pet dinosaurs. They've been specially trained to deal with any cavemen who enter their territory, so watch out!

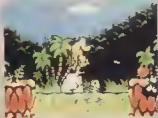
▼ A helping hand...



COMMENT

The Chuck Rock character might be slow, smelly and hairy, but there's nothing slow, smelly and hairy about the game! It's great fun, with the bumbling Neanderthal wandering

JULIAN around the beautifully-drawn, hazard-packed platform environment solving puzzles and dishing out damage to dinosaurs. The gameplay is extremely well designed, usually, the first mention of puzzles in a platform game sends me away screaming with horror, but these ones are logical and enjoyable and don't bog down the action at all. With its excellent graphics and superb sounds, Chuck Rock is the best platform game seen this year and is a game that Megadrive players are thoroughly recommended to play in.

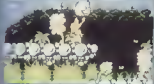




▲ Chuck hitches a ride on a helpful brontoaaurus. This comes in handy for negotiating swamps.



Rocks are a caveman's best friend in this game (at least). Chuck Rock is capable of lifting boulders and these are used to crush any enemies that cross his path. Rocks are also useful shields to protect Chuck's head from any falling debris or enemy sprites. Boulders are also excellent for jumping on to get some extra height - this is often the only way to get your hands on some juicy bonuses.



Just like Corporation (reviewed last issue), Chuck Rock was originally an Atari ST and Amiga game released by an independent company called Core Design. For the Megadrive conversion, Core's original programming team were called in to perform the coding honours. This version is actually quite a bit faster and smoother than the original 16-bit games, and has a larger scrolling screen too. Cor!



To add to that all-important humorous atmosphere, Chuck Rock has many stone age samples, all cheekily snatched from Hanna Barbera cartoons! So, ready your ears for an aural overload as you thrill to sound taken from the likes of The Flintstones and Captain Caveman!

▼ **Watch out Chuck!**





Belly-butting that strange green creature creates a useful platform used to reach later parts of the level. Essential!



▲ Mora dinosaur helping out.



▲ Watch out Chuck!

COMMENT



RICH

I reviewed the Amiga version of this version when I worked at +VG, and although I liked it quite a bit then, I think it's even better now it's made its way over to the Megadrive. It's just got so much to offer with its superlative audio visuals and its addictive gameplay. Most platform games are just a test of your skills, but Chuck Rock is actually something of a brain teaser. Solving all of the mini-puzzles, along with making the best use of your rocks adds a new dimension to the gameplay. Most Megadrive platform games are completed very quickly, but not so Chuck Rock. Its fifteen levels are packed with challenge and I guarantee that this cart will last a long time. Overall then, I'd recommend that you invest your pounds starting in this game immediately - it's the best platform game since Robocod!

STONE AGE PUZZLING

There are a number of mini-puzzles incorporated into Chuck Rock to tax the old grey matter as well as your arcade reflexes. For example, at one point in the game, Chuck reaches a massive wall which seems impassable. However, there is a seesaw type arrangement waiting at the foot of the wall. By clambering onto one end and chucking a boulder onto the other, Chuck Rock is propelled into space and it's up to you to guide him to a safe landing!



▲ Some excitement from level one.



BY: VIRGIN

PRICE: £TBA

RELEASE DATE: JULY

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: SUPERB



PRESENTATION 90%

A nice attract sequence and some useful options make up the presentation side of the game.

GRAPHICS 91%

Truly superb characters, animation and backdrops. A veritable visual feast of large proportions.

SOUND 93%

Swing your stone age loin cloth to some groovy tunes and thrill to the wealth of a superb sampled effects.

PLAYABILITY 92%

Instantly appealing and playable, Chuck Rock is addictive from the word go.

LASTABILITY 90%

Fifteen long levels to conquer and the well-pitched difficulty level makes this a game that should last for a long, long time.

OVERALL 91%

An excellent and quite original platform game that's highly recommended to all Megadrive players.



REVIEW

CHUCK ROCK

Poor old Chuck Rock! His missus has been mercilessly kidnapped by the evil Gary Gritter! In his quest to rescue Ophelia, his lady love, he has to follow Gritter through some of the most treacherous areas of prehistoric Earth until he faces his arch-nemesis in the final showdown!

What this generally entails is screen after scrolling screen of platform fun as Chuck uses his incredible cunning along with his massive belly-butting and rock-throwing abilities against the many stone age terrors.

Have you got what it takes to rescue Chuck Rock's wife from the clutches of evil?



▲ The Gary Harrod lookalike struts around prehistoric Earth admiring the scenery.



Chuck Rock lurks behind some undergrowth.



COMMENT

Obviously the excellent graphics and sounds have been somewhat trimmed down during the translation from Megadrive to Master System, but the rest of the game has everything that made the 16-bit version such a laugh, and the end result is one of the best platform games available on the Master System. There's a real sense of fun running throughout

JULIAN the game, and the highly enjoyable platform action combined with the logical puzzle solving adds up to a Master System game that you'd be daft to miss.

FRIENDLY DINOSAURS

Not all of the dinosaurs in the game are after Chuck's blood. Indeed, some of the lizard-related creatures actually aid Chuck in his quest to locate his true love. For example, at several stages in the game, Chuck cannot progress unless he enlists the aid of a flying pterodactyl that whisks him off to pastures new.



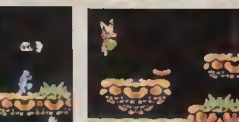
COMMENT

Okay, so the graphics aren't as good as the Megadrive version.

However, Chuck Rock is still as playable as the 16-bit version with the same great fusion of reaction-testing

RICH

and mini-puzzle solving. The game is really challenging as well. The first couple of levels may be quite simple to complete, but after that it's a completely different story and many hours will spent as you try to get closer to Gary Gritter's lair. I had a lot of fun with Chuck Rock - it's definitely the most fun I've had with the Master System for ages. Highly recommended.



▲ A fine leap from Chuck.

▲ Chuck ponders a problem.



LETHAL WEAPON

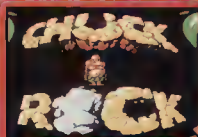
Rather strangely, Chuck Rock has something in common with the "wrestler", Big Daddy, in that he likes to repel his opponents by letting loose with his massive belly. This "belly butt" (as it's known) is effective against just about any opponent in the game, although for long range combat, Chuck has to rely on his boulders for help.

SEGA

REVIEW



牛詩集



BY: VIRGIN

PRICE: £TBA

RELEASE DATE: JULY

GAME DIFFICULTY: MEDIUM

LIVES: 5

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: SKILL



PRESENTATION 78%

A nice intro screen, but that's really about it

GRAPHICS 83%

Some highly detailed graphics for the backdrops and smooth, well-defined sprites

SOUND 85%

Groovy tunes and some sampled effects make up the soundtrack for the game

PLAYABILITY 90%

The game is very addictive from the outset, with lots of action to keep you occupied...

LASTABILITY 90%

...and the tough challenge should have you coming back to this for ages.

OVERALL 90%

Chuck Rock is a great cartoon-style platform game that should be checked out very soon

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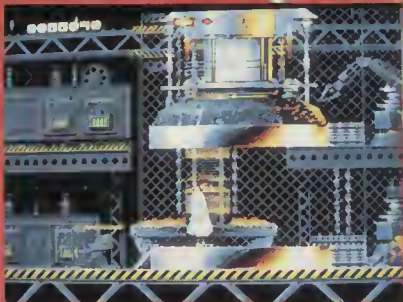
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By the way, the war with machines is almost at an end. This grim holocaust was caused in the first place by the super distance mainframe Skynet, an artificially intelligent system which thought the easiest way to protect the planet was to wipe out the entire human race and replace them with robots.

Thus a nuclear war was initiated which killed billions, and machines everywhere declared war on the survivors - even people's Megadrives and electric toothbrushes turned against them. Luckily for us humans the man John Connor was on hand to lead the human race to victory. In a last ditch attempt to ensure victory, Skynet decided to send a super-hard Terminator cyborg back in time to kill John's mother, Sarah, thus preventing the lad from ever being born! John got wind of this ineluctable plot however, and sent one of his crack soldiers back to protect his mummy.

In this long-awaited game of the film you play the part of Kyle Reese - hard person extraordinaire. It is your job to destroy that nasty Terminator and thereby save Sarah Connor from a sticky end. There are four levels of platform-based shoot 'em up thrills, each one loosely based on a scene from the movie - including the climactic showdown in an empty machine shop.



TERMINATOR

Level one is set in the future. Kyle infiltrates a Skynet base to destroy a big bubbling tank of gook (at least that's what it looks like), before escaping to the time displacement machine and zipping back to the past. In this level, the boy Reese is armed with a supply of hand grenades, a few time bombs (to blow open doors and destroying the final target) and, if he can find it, an Uzi sub machine gun. However, he is pitted against Hunter/Killers, huge robots of doom and any number of cannon-toting terminators!



Level two takes place in the streets of median day Los Angeles. Kyle must find a phone box (so he can call Sarah Connor), find a safe (to keep the book) and run to the Techno nightclub in time to stop the Terminator getting his evil clutches on Sarah. However, the police are after Kyle and he must use his wits - especially as they are only lightly armed by five straight shotgun blasts!



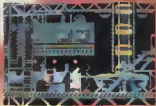
▲ Kyle Reese locates Sarah Connor in the Tech Noir bar.

Level three is set in a downtown police station. Kyle has been arrested, and now the Terminator has him in a bind. He must escape the station and flee before planet Earth is obliterated. Along the way are a few pesky industrial cops and that pesky Terminator, who must be shot about twice before he is stunned enough to let Kyle escape!



▲ More Sarah Connor-related action as Reese searches the police station, but the Terminator is close behind!

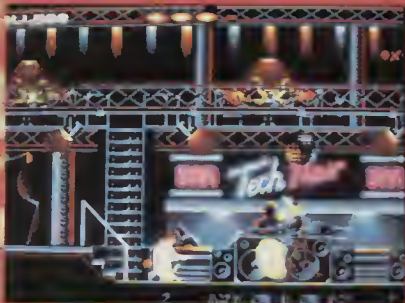
The final level is set in an after-hours in an empty factory. The Terminator has been badly damaged by the petrol tanker so he must escape the factory. He now uses his wits and cunning to make some made explosives to blow the Terminator into a hydraulic press, then crushing him into something resembling an ethnic metalwork sculpture. Unfortunately, if the Terminator is hit too many times, he loses his legs which for some reason makes him invincible! Kyle must use all his powers of IQ to save the day!



MEGADRIIVE REVIEW



牛寺集



▼ Reese reaches Skynet's time machines. The Terminator has already left, but the controls have been left set so Reese can follow.



▼ Reese searches the roof of the police station in search of a route through to Sarah Connor's locked room. Both the police and the Terminator cause problems here.



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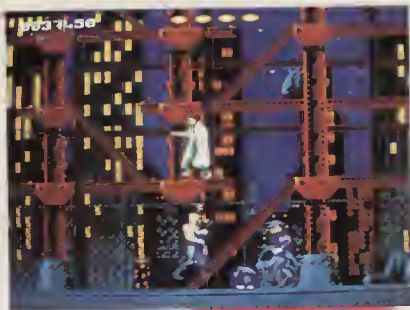


COMMENT



JULIAN

One of my all time-favourite films finally arrives on the Megadrive, and while it looks and sounds absolutely brilliant, it sadly lacks substance. The problem is that there are only four levels to conquer, and it takes very little time to get through them all - half an hour on the easiest level is enough to see you through to the disappointing and screen, and even on the top difficulty setting, a few hours practice is all it takes to defeat the game! While it lasts, the game is great fun. The graphics and sound are both outstanding and generate a superb atmosphere and the shoot 'em up action is thoroughly enjoyable, but in the end it's all over far too quickly and you're left with the distinct impression that the game should have been bigger and tougher. Only complete novices and wimps will get their money's worth here...



one-on-one series 101
are enough to
for a while, or if
jump over him! Just
Sarah Connor!



COMMENT



RAD

Terminator makes an excellent first impression, with digitised scenes from the movie and an accurate rendition of the theme tune! The in-game graphics are spectacular, sombre, atmospheric, very detailed and beautifully animated. The sound is so-so, some of the effects and tunes are of a very high standard, whereas others are distinctly lacklustre. Sadly, no matter how fab the graphics look they cannot save the Terminator from mediocrity. On the top difficulty setting the first level seems pretty challenging. Unfortunately, it's downhill all the way from where Kyle picks up his gun. This makes breaving the Terminator hordes stupidly easy, and the difficulty level gets no harder from this point. Completing the Terminator should take no more than a few hours, even on the top difficulty level. Once the game is completed, the fairly standard mix of platforming and blasting (mostly the latter) is unlikely to draw you back as it's pretty dull. Given more levels, a higher difficulty setting and a bit more to do in some places the Terminator could have been a classic. As it stands it's just a waste of good money, even for dishard Terminator fans.



BY: VIRGIN

PRICE: £TBA

RELEASE DATE: JULY

GAME DIFFICULTY: VERY EASY

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 4

RESPONSIVENESS: GOOD



PRESENTATION 94%

Fab intro, loads of smart intermissions and nice in-game presentation

GRAPHICS 95%

Gorgeous sprites featuring some of the best Megadrive animation ever, plus fitting and highly detailed backgrounds

SOUND 82%

Some great tunes and effects, but there are a few crappy ones there too

PLAYABILITY 82%

Pretty standard blasting fare. Some sections are a bit sparse and the gameplay doesn't change much

LASTABILITY 33%

Four short levels which take no time to complete. After that, there's nothing to hold your interest

OVERALL 43%

A potentially superb license ruined by complete lack of long-term appeal. You won't get more than a day or two's play before you're bored of it



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REVIEW

Right now, your Master System is your pal. However, the people of the future have a somewhat different outlook on things electronic. This is because of a computer revolution engineered by Skynet, the super-whizzo defence mainframe. The ensuing war all but wiped out the human race, but one man, John Connor, turned the tide of battle and saved everyone. In the final hour, Skynet has launched a desperate bid for victory by sending a rock-hard Cyberdyne series 101 cyborg back in time to prevent John ever being born, by killing his mother. Having intercepted this information, the human forces have sent back their top soldier-type, Kyle Reese, to stop the Terminator, but will it be enough?

In Virgin's 8-bit version of their latest film licence, you adopt the mantle of Reese in a five-level bid to save the future. Kyle runs, jumps and shoots his way through a number of different environments, keeping a constant eye out for his cyborg adversary and saving Sarah Connor from the jaws of death. In the final level, as in the film, the Terminator must be destroyed by luring it into a hydraulic press. Earth's future hangs in the balance. Can you save Sarah Connor from the twisted clutches of the Terminator?



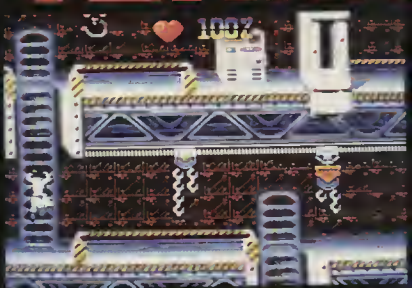
COMMENT



RAD

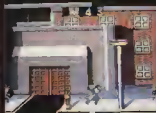
I must admit that I was a bit wary about Terminator at first following the debacle that was the Megadrive version. Imagine my surprise and delight when the Master System Terminator turned out to be a hundred times better than the 16-bit effort. Okay, so the graphics can't match up to the stunning Megadrive ones (although they are pretty good), but what really counts is the bested up difficulty level. I'd clocked Megadrive Terminator in the same time it took me to get off the first level of the Master System game! The levels have been redesigned and are much longer. The enemies are also more intelligent and there's always enough of them on screen to provide a constant challenge. The game design itself is hardly the most earth-shatteringly original thing to come out of a software house, and with only five levels Terminator may be a little short, but it is easily the best Master System game released in months.

TERMINATOR



UZI ACTION

Kyle starts the game with an infinite supply of hand grenades. Although these possess impressive destructive capabilities, Kyle is quite slow at throwing them. There are also aim-related problems, with stair-bound combat being particularly unwieldy. Luckily for the boy Reese, his trusty assault rifle lies at the end of level one. This is a particularly powerful gun which destroys Terminators with a single burst! Unfortunately, he cannot bring this gun back through time with him, so his present-day mission is fought with a comparatively feeble Uzi 9mm.



▲ Entering the Tech Noir bar.



▲ Kyle Reese runs around the shattered landscape of Los Angeles, 2029. It's his job to infiltrate the Skynet base and shut it down, destroying Terminators on his way.

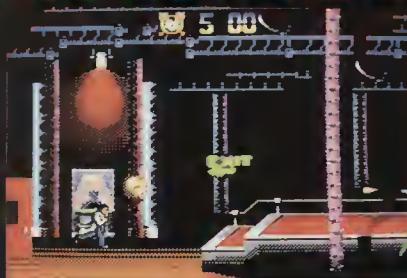
▲ Kyle Reese makes his way across the rooftops of Los Angeles, 1984. Here, the objective is to reach a simple telephone box and find out Sarah Connor's address.

SEGA

REVIEW


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TERMINATOR



PUZZLE PARANOIA

There are brain exercises a-plenty in Terminator. For instance, in level two Kyle climbs a series of fire escapes and leaps across rooftops like the athletic chappie he is. It is your job to work out how he can then get down from these buildings without the aid of a ladder and most importantly, without breaking his neck. But this is easy compared to guiding the Terminator into the press on level five.

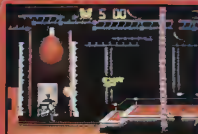


COMMENT

RICH

In fact, it should take quite a while just to get off the first level in this rock hard title. The high difficulty level doesn't put you off though, because the game boasts excellent playability that glues you to the console for ages. The graphics are truly excellent, with sprites and backdrops that make full use of the Master System's 8-bit abilities. Even the sound (something the Master System isn't well equipped for) is good, with atmospheric tunes and effects. Virgin Games have produced an excellent film tie-in that gamers should really enjoy.

Like Red, I found the Megadrive version of Terminator extremely easy and completed within an hour. This superior Master System little hee much more in the way of testability. In



BY: VIRGIN

PRICE: £TBA

RELEASE DATE: JULY

CAME DIFFICULTY: HARD

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: QUICK



PRESENTATION 80%

Options and intermissions a-go-go

GRAPHICS 81%

Well animated and colourful sprites and quality backgrounds

SOUND 70%

Tunes are a bit beepy but the effects are okay

PLAYABILITY 86%

Tough and addictive gameplay makes this a veritable laugh-fest

LASTABILITY 72%

It's fairly tough, but there are only a few levels. Still, you'll probably find yourself playing it even when completed

OVERALL 82%

A top-notch platform shoot 'em up which is slightly spoiled by being just a mite too short.



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REVIEW

OLYMPIC GOLD

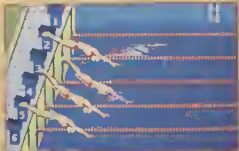


Every four years the world's finest athletes come together to compete in the Olympic games. On this great occasion they have the opportunity to realise their dreams and return home in triumphant possession of a gold medal. Now you too can realise those dreams, but with this latest sports game you don't have to do any early morning training - all the action happens on-screen.

US Gold's Olympic Gold contains the whole spectacle, from the lighting of the torch to the medal presentations. There's the chance to become the new kid off the blocks in the sprint, be untouchable in the hammer and win Bully's special prize in archery. Four other gold medals can be won in the hurdles, the pole-vault, diving and swimming. Olympic competition can be tough so national or club standard is best for rookie athletes. Beginners can also learn perfect technique from the teaching facility which takes the player, step by step, through the necessary moves of the various disciplines. As talents flower, the challenge is not only to beat the opposition and claim the gold, but to break the Olympic and world records, thus ensuring a place in athletic history!

SINK OR SWIM

The traditional opening event of the games, swimming works in exactly the same way as sprinting. In both events the player races five opponents in a heat and five in the final, providing he gets that far.



COMMENT



different events that make up the Olympics, US Gold haven't really particularly exciting ones this game. Only archery and diving are genuinely different and addictive. The rest are fairly run-of-the-mill: running, swimming

hurdles are all mindless non-bashing events, the hammer is plain dull and the pole vault frustratingly fiddly. I'm

that there's no simultaneous two-player mode. The multi-player option here only allows you to take turns, which isn't even half as exciting as competing with one another directly. There are plenty of decent touches throughout the game - the graphics and presentation are both good - but the bottom line is that this simply isn't anywhere near as good as it could have been.





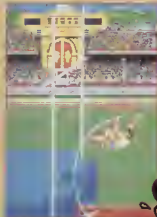
ROBIN HOOD, ROBIN HOOD...

The whole process of drawing the bow, aiming and lining has to be done quickly. If the archer spends too long aiming while the bow is tensed it becomes harder to hit the target.



POLE-AXED

Like the diving event, pole-vaulting requires a lot of practice in order to tackle the greater heights. Good speed on the runway and precise judgment with the pole are essential to break the world record.



TAKE A DIVE

It's time to impress the judges with some inverted pike twists and all that caper. Developing perfect dives involves mastering some complicated key-pad manoeuvres. Pulling off the hardest dives ensures the greatest rewards.



COMMENT

...grow, the timing of this release is just about spot on. Add to this my unalloyed enthusiasm for the game and I think Olympia Gold couldn't fail to...

But I found nothing particularly appealing about this game. There's a wide variety of disciplines and events such as diving or the pole-vault demand practice and flare. The major drawback is the control method:

...doing something right can be a fiddly business and, at times, I found it difficult to pull off certain...

In the diving and hammer events. After plenty of practice it becomes easier, but this doesn't detract from the game's bland and unpolished style. I remember Track and Field in...

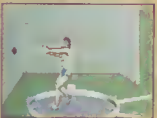
arcades and it seems like things just haven't moved on. It's a pity that innovations in other sports games haven't rubbed off on Olympic Gold. As it stands, it's a merely adequate game that only about justified its price tag.



ROB

HERE COMES THE HAMMER!

The thrower must swing the hammer and edge towards the front of the circle. When optimum speed and strength are attained, as indicated in the top right hand corner. It's time to let go!



REVIEW



BY: US GOLD
PRICE: £39.99

RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: OKAY



PRESENTATION 92%

Olympic enhancements to the screen... Difficulty levels and the teach facility are useful touches

GRAPHICS 79%

The animation of the sprites isn't bad, but the backdrops are uninviting and bland

SOUND 61%

Irritating, weedy tunes and the sound effects are largely non-existent

PLAYABILITY 81%

The teach mode and largely simplistic nature of the game makes this a breeze to get into

LASTABILITY 62%

...but while the desire to break records might keep you plugging away for a while, there's simply not enough depth to sustain interest for a long period

OVERALL 70%

A largely disappointing game with nothing particularly new or exciting on offer. Only ardent sports fans will be interested.

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SUPER SCOPE

Ever fancied using some 'real life' artillery with your Super NES games? Ever felt like scoping out that final enemy boss with a 'real' gun and blasting him away by pulling a 'real' trigger? Well, all of your dreams have come true with the release of the Nintendo Super Scope - a good-looking piece of kit rather akin to a mini bazooka.

At the moment there is only one game available for the Super Scope, and that's the cartridge that comes "free" with the £79.99 package. There are three different mini-games packed into the one game cartridge, all of which are detailed in this MEAN MACHINES review.

BLASTRIS



If you like Tetris (like 95% of the population), you should get a kick out of Blastris. This is just like the original, except that instead of positioning blocks, you blow them to pieces in order to make them fit. Like the original, making lines is the order of the day. As time progresses the blocks move a lot quicker, meaning that all your lightning fast reflexes are required. There are two versions of Blastris available, one played with blocks falling horizontally (Blastris A), the other depicted with the usual vertical wall (Blastris B).

COMMENT



RICH

I actually found the Super Scope itself to be quite an impressive piece of hardware which worked surprisingly well. Most Light Phaser I've used in the past were a tad unresponsive and inaccurate, not so the Super Scope. I did find that after prolonged use, I suffered from a very numb shoulder. The game cartridge supplied shows the potential of the Scope very well.

Each of the games are well presented and easy to get into, but I did find that all of them grew quite boring after a short space of time, especially the three-game Laser Blazer (which is just one game with different graphics for each section). Hopefully, Nintendo will support the Super Scope with some excellent software that makes good use of the decent hardware.



PACKING YOUR PIECE

The bazooka-style light gun itself is powered by six Walkman-sized 1.5v batteries and its photon emissions are detected by a box that rests on top of your telly/monitor. This gets its power from part two of your Super NES. When you first power-up the game, you are required to adjust your aim with the aid of the target displayed on screen. Once this has been primed, you're ready for action.

LAZER BLAZER

There are three different sections to this game. In Intercept Mode, it's your job to blow away a series of cruise missiles that cross from the right to the left of the screen. In Engage Mode, you destroy enemy fighters and missiles that streak towards you. In Confront mode, you take the battle to the enemy end face up to the most deadly fighting machines they have devised!



SCOPE



▲ A young fellow-me-lad adjusts his sights with the Scope. Make sure your aim is true.

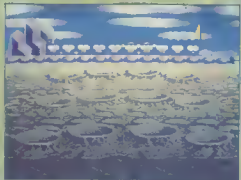


COMMENT

JULIAN
The big 'n' chunky Super Scope is definitely the most impressive light gun yet seen, with a truly accurate eight and a very useful set-up screen so you don't always have to be right in front of the TV when you play. But there are two big problems. Firstly, the game supplied with the Scope is fun for an hour or so, but gets boring and dull very quickly. Secondly, at present there's no other software to use your gun with. I'm always very cautious when looking at add-ons like these, because with everything I've seen before - Sega's 3D glasses and light Phaser and Nintendo's ROB robot and light gun - precious little software ever appears for it and what is released is mostly second rate and you end up with literally one or two games that are actually worth buying for the thing. I'd definitely wait to see what software appears for the Super Scope before spending £59.99 on it.

MOLE PATROL

Mole Patrol is a variant on the mole-bashing coin-ops seen in arcades across the globe. In those games you had to mercilessly club to death moles that sprung out of holes. This game is much the same, except this time you scope them out with your photon firearm and then let rip. Just like Blasius, the game gets faster after a while until it reaches almost manic levels!



▲ The moles line up for inspection.

SUPER NES REVIEW

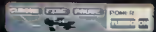


牛手集

SUPER NES SUPER SCOPE G

◆ 100% Hitmode

SHOOT SCREEN



BY: NINTENDO
PRICE: £49.99

RELEASE DATE: OUT NOW
CAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SUPER



PRESENTATION 78%

Each game is presented quite well, but there is a lack of options.

GRAPHICS 74%

Although there isn't much variety in the graphics of each game, they are very appealing.

SOUND 83%

Some good blasting effects and tunes spice up the atmosphere.

PLAYABILITY 74%

The Super Scope is responsive and accurate, making for some decent blasting action...

LASTABILITY 41%

...but the six games supplied in the cartridge grow dull very quickly, and as yet there are no other Super Scope compatible carts.

OVERALL 46%

A potentially excellent light gun that desperately needs a range of decent games to make it a worthwhile purchase.



Zebediah the Great isn't a magician in the mould of Paul Daniels or the Great Spretro. Despite his side show appearance, Zebediah's magic centres more on raining rocks down onto people's heads and giving himself wings. In the interests of aiding humanity, Zebediah has taken on an apprentice, Jake, a typical Californian Bill and Ted clone who can't talk properly. All is not well in Zeb's camp however, as the great wizard has some powerful enemies who reckon the time is ripe for revenge. So one day, whilst Zeb and Jake are out jogging, Jake's girlfriend Allison is kidnapped and taken to the Headquarters of the dastardly villains.

Jake sets out across the platform wilderness leading to the evil doers hideout, using his newly-learned magical powers and amazing athletic abilities to overpower his enemies. If all else fails, there's always his corny out-speak to fall back on.

Totally RA

BLAST-RELATED SKYLARKING

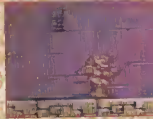
One of the most useful things Jake has learnt is how to fire bolts of magic from his fingers. Pressing the button once lets off a smaller beam useful against foot soldiers and Death Spinners. For larger enemies, however, a larger bolt is preferable. One of these is fired by holding down the fire button until Jake's Magic Meter starts to flash. Release the button and watch those nasties explode!

MAGIC MOMENTS

Although Jake has only a limited amount of magic to start with, indicated by his Magic Meter next to his energy bar, there are a multitude of ways he can use this. Firstly, pressing select calls up the menu of magic. From here, any one of twelve magical powers can be chosen. These allow Jake to freeze his enemies, heal himself, blast people to bits and best of all, transform into one of the super-powered beings shown here



JAKE: Jake's only real advantage is his power-up weapon, plus the fact that all his offensive magical attacks (such as rock storms and whirlwind bombardments) can only be utilised in this incarnation. Charging back to Jake does use magic, so be careful.



GOBLIN: The goblin is a pretty speedy character with a short-range high power finger blast which destroys any thing with one blast. He is also capable of huge somersaults, during which he is utterly invincible!



ANGEL: This is probably the most useful transformation, as it allows Jake to fly. This makes it much easier to complete levels with a high ground-force and few airborne enemies.



WELL, SHE THINKS I HAVE
GIVEN UP ON HERSELF...

▲ More platform action.

COMMENT



JULIAN

dult, and the unintriguing screen layout and rather repellent nature of the action means that by the time any sort of challenge arises late in the game, you're already pretty bored of it. Totally Rad could have been just that, but it's not and I can't really recommend it to anyone other than platform beginners with a low boredom threshold.

Totally Rad's one of those games that look great on paper, but in reality isn't actually a great deal of fun to play. The lack of challenge on the early levels



COMMENT

For the first couple of plays *Totally Red* is a shambling mockery of a parodic travesty (Like your English Jazz). Although the graphics aren't bad and the animation is pretty skillful, the gameplay here has been done before, and been done better in many cases. The magic also makes the first two levels ridiculously easy. All you need to do is select flight and scout over all dangerous Stupid, Rival, Still, past the first two or three levels, the game's a bit. The number of powers add a layer to the proceedings, although in which magic to use where, things get a bit more challenging again. *Totally Red* certainly has its merits, but it's just too simplistic in its design. Given a lot more challenge and a slight edge could have been great, but as it is, it's just a reasonable quality game only aimed at anyone who's *Totally Bored* of other games.

◀ *Some close-up platform action as our hero faces up to an evil enemy.*

▼ A nice close-up of the only frog in existence who can breathe underwater.



FROG: This frog man doesn't really come into play until later on in the game. His ability to breathe underwater (But frogs can't breathe underwater - JAZ) is essential to negotiate certain levels, although his attacks lack power.

RAD

TOTALLY Road

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NINTENDO OF AMERICA INC.

BY: JALECO

PRICE: £34.99

RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: 2

CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 78%

No options, but loads of inane intermissions to keep you entertained

GRAPHICS 81%

Time out detailed sprites and greet animation coupled with some fairly decent backgrounds

SOUND 52%

Bleepy tunes end loads of, well, quite poor effects actually

PLAYABILITY 71%

Enjoyable enough, with plenty of things to discover to start with, but it does get dull fairly quickly.

LASTABILITY 59%

Totally Red is moderately long and it gets pretty hard later on.

OVERALL 63%

Reasonable game with masses of brilliance due to over-simplification of the gameplay and unoriginal level design

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long as you don't use the same letter twice. Once you've written down as many words as you can, send them off to: I WANNA BIO 'N' BRIGHT NUBY STRAP-ON DOUBRIE TO MAKE MY LIFE COMPLETE COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

The closing date is July 30. After then we'll look through the entries and the five with the most amount of words will win the prize. In the event of a tie, the five neatest and best presented ones will win the prizes!

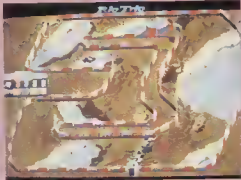


REVIEW

Jump into your 4x4 off-road truck and burn around hazardous dirt tracks along with the greatest off-road racers in the world - including the legendary Ivan "Ironman" Stewart himself!

Super Off-Road is best described as a Super Sprint variant with more tracks, more obstacles and the ability to power-up your truck with better engines, tyres, and shock absorbers. The object of each race is to complete four laps of the off-road circuit before your opponents. Super Off-Road enables one or two players to face up to two or three computer controlled trucks (one of which is driven by the awesome "Ironman"! Beat your opponents and the prize money you gain is taken to the "Ironman" speed shop where you customise your truck's abilities by allocating your funds appropriately.

After that, it's back to the off road circuit, where you indulge in more of the same driving-related tomfoolery



OFF-ROAD ON CONSOLE

Considering that the coin-op wasn't a major hit, it is quite surprising to see the game crop up on so many different console formats. Tradewest gave NES owners their conversion (programmed by Rare) which actually improved on the coin-op by enabling four players to participate at once (using the Four Score adaptor). Tradewest also released a highly playable, aurely amazing Super NES version. As well as this Megadrive conversion, look out for a Game Gear adaptation coming soon courtesy of Virgin Games.

TRACK
PREVIEW
1-6

COIN-OP CAPERS

Super Off-Road is a decent conversion of the popular Legend three-player coin-op with spot-on Megadrive representations of the miniature sprites and detailed backdrops. The coin-op had a little known pseudo-sequel, Off-Road Challenge, which was exactly the same as the original in terms of gameplay but sported tracks not used in the original coin-op.





SUPER RACE TRACKS

There are sixteen different tracks in the Megadrive version of Super Off-Road, equalling the Super NES version and actually bettering the arcade version! Each is packed with hazards to slow you up, including mud pools, steep climbs, walls and horrific hairpin turns! Luckily, some tracks have cunning short cuts that you can use to your advantage against the computer players.



COMMENT



RICH

Ballistic should be applauded for releasing a game of this calibre as part of their £29.99 price range. Super Off-Road is an excellent conversion that's all the better when there are two players participating. The graphics are spot-on replicas of the arcade original, with extra tracks not included in the original coin-op (actually, I've a feeling that they're in the Off-Road Challenge follow-up). The sound effects and music are very dull though and they don't make any use of the Megadrive's sample-playing abilities. However, I can see single players getting a bit bored with this after a while as there isn't much in the way of variety, but if you've got a pal who lends some two-player racing, get this!



REVIEW



COMMENT

THE SPEED SHOP

After the race, you take your winnings to the Ironman! Speed Shop, where you can customise your truck with all manner of interesting add-ons. Better accelerators and engines are available to increase your speed along with superior tyres and shocks - essential for cornering and taking jumps. Extra nitros can also be purchased to give you that winning edge in the next race.



JULIAN

Containing all the features of the arcade game and adding some extra features of its own, this conversion provides loads of two-player thrills and spills. The graphics are excellent, with the tiny cars bombing around nicely drawn tracks, but sadly the sound isn't so hot, with rather weak tunes and effects. What is most important is the playability, and Super Off-Road is very strong in this department, especially in two-player mode where the competitive edge of the proceedings really comes into its own. In one-player mode the game is still fun, but I found after a while it became a bit repetitive - beating the computer opponents is fun, but nothing like playing against another human. If you're after racing fun, this is well worth taking a look at, especially if you've often got a second player at hand to join in the action.



BY: BALLISTIC

PRICE: £29.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: 2

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 55%

Not much in the way of options or presentation screens

GRAPHICS 79%

Detailed backdrops and well-animated (albeit a tad small) sprites

SOUND 55%

Average tunes and dull effects are the order of the day

PLAYABILITY 85%

The game is instantly playable and addictive, especially with two players

LASTABILITY 81%

The decent two-player mode will take you back to this months after you've bought it

OVERALL 83%

An excellent coin-op conversion! If Super Sprint-type capering appeals to you, get this!

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REVIEW



COMMENT



JULIAN

Presentation-wise, this is superb. The tournament, even mode and general options are all out of this world. Sadly, though, the gameplay isn't of the same high standards. There are several sloppy points which mar the action, namely the poor collision detection, low player intelligence and very awkward controls which make putting together passing moves very tricky and frustrating. It's a shame these are present, because had the game been more rigorously tested and these irritations removed, Euro Club Soccer could have been an outstanding soccer game - especially with its excellent graphics. As it is, its flaws mean that most players will get more frustration than joy out of this.



Lots of midfield action as the ball is kicked out.



At Euro's Academy

The strip select screen. Using the joystick, all manner of kit combinations are possible.

SELECT NUMBER OF PLAYER



Euro Club Soccer from Virgin is based on their home computer footy sim Manchester United Europe, but with a whole host of updated options. It adopts a horizontally scrolling grandstand-view style of play, with the ball sticking to the players' feet as opposed to being a free-rolling spheroid.

The object of the game is to pick your favourite team from the one hundred and seventy on offer and take them all the way to the finals of the European Cup championship by trouncing fifteen other randomly-selected computer teams. Up to seven tournaments in which up to nine players may participate can be saved on a battery back-up to make the lengthy campaign more palatable.



COLOURFUL STRIP SHOW

Probably the most important aspect of modern football is the strip. Undoubtedly today's league structure would collapse if teams were to play in the wrong colours. Fortunately, Euro Club Soccer saves frustration of the colour mis-coordination kind by including a full kit design option for each of the one hundred and seventy different teams on offer. Everything from shirt and shorts to sock and trim are selected from a palette of eight colours. This allows you to dress your least favourite teams in humiliating brown stripes and your top team in stylish black with this season's top accessory - purple trim.

Use the crosshairs to position the throw-in.
Watch out for opposition players though!



DEPECHE MODES

Euro Club Soccer has two play modes to challenge would-be champions. The first is Arcade, which is more reminiscent of games such as Tecmo World Cup than real soccer. The ref is a little lax in this mode, the ball travels unfeasible distances and players have a tendency to slide huge distances when they tackle another player. Only friendly matches are played in Arcade mode - for European Cup jiggery-pokery. Simulation mode is the one to choose. As you may expect, things are a little more realistic, with a slower play speed and plenty of rule violation-related horseplay.



Fans of corners, free kicks and throw-ins will be cock-a-hoop at the very sight of Euro Club. As opposed to having the usual tri-directional aiming system for these essential aspects of football, Euro Club operates on a more free-form basis. When faced with a corner, throw-in or free kick, the player in question is allocated a crosshair sight with which to specify the desired landing point of the ball. Each team has their own throwing and kicking abilities which dictate how far up and around the pitch the sights can be moved.

TOSSING YOUR BALLS

EUROPEAN CUP FIRST ROUND





▼ Cor! What a shambles! The players are clean avoiding the ball.

01



© HALL HERNERSON



▲ The first round match up.

COMMENT



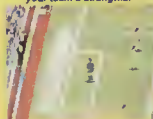
RAD

The home computer game, Manchester United Europa ween't all that bad and this Megadrive version promised to make any number of improvements. Sadly, for the poor state of Megadrive football titles, European Club is in fact worse than its ST predecessor! The graphics aren't all that bad, with some small but colourful, detailed and fairly well animated sprites and a plethora of fine intermission screens to gaze at. Sadly, there are a number of gameplay upsets which spoil things. Firstly, the collision detection is very poor, which puts the dampers on activities such as tackling, passing, shooting and generally moving the ball about. Secondly, the players seem to have all the footballing abilities of the Baboon All-Stars second XI, with their passes and goal attempts being particularly feeble, not to mention those frustrating huge slides which masquerade as tackles. This combined with the come-lending slow pace produces a piece of software as disappointing as they come.

▲ An original astyle of goal-keeping...

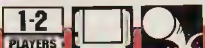


▲ Select your formation to make the maximum use of your team's strengths.



BY: VIRGIN
PRICE: £TBA

RELEASE DATE: AUGUST
GAME DIFFICULTY: EASY/MEDIUM
LIVES: N/A
CONTINUUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: POOR



PRESENTATION 94%

More options than the human mind could possibly comprehend, plus some groovy intermissions.

GRAPHICS 86%

Smart sprites and animation all-round. Shame about the backgrounds though.

SOUND 42%

Dull tunes and insipid, sparse effects.

PLAYABILITY 75%

Frustrating collision detection problems and some sloppy gameplay points make getting into this tricky.

LASTABILITY 65%

The tournament certainly takes a long time to win, but will frustration be the only winner on the day?

OVERALL 69%

A superbly presented soccer game which is sadly let down by some awkward gameplay points.

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HALF-BAKED HALF-TIMERS

At half-time the commentator pops up in the company of David Robinson. Together, they are about as expressive as Ray Wilkins and their observations have an uncanny knack of stating the obvious. During this entertaining interlude however, you are given the opportunity to check on your team stats and those of the opposition.

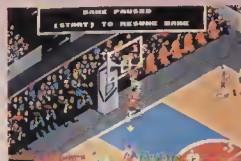
Here's a decent run-up to the opposition's basket.

SUPREME COURT BASKETBALL

Order! Order! The Supreme Court is now in session and ten men stand in the dock accused of sweating profusely. Their defence? Well, they're basketball players and are in fact perfectly entitled to perspire on the particular court in question.

Get the rack out end stretch those legs because Supreme Court basketball enters the fast, skillful and often frantic world of... well, basketball! There are four teams to choose, each with their fair share of good and bad points. One team might be strong in defence, another might be sharp on the break, but generally they're all evenly matched. Good player selection is essential if opponent's weaknesses are to be exploited, and players too have their good and bad points.

After the jump off it's a matter of effective dribbling, quick passes and accurate shooting on the offence, and determined marking, blocking and sealing on the defence. If a player can get close enough to the basket, a dunk will make sure of two points, but on more desperate occasions the risky three pointer might prove necessary. At the end of the day a can of stay-dry deodorant is recommended!



▲ Plenty of stats to examine in this game.

▼ The Apaches get a free throw.



▲ It's a good shot!

MUG SHOTS

Supreme Court Basketball is a fast-paced, action-packed game that offers a unique blend of strategy and skill. The game is set in a futuristic, high-tech environment where players compete for supremacy on the court. The graphics are top-notch, with detailed character models and a vibrant, colorful arena. The sound effects are crisp and clear, adding to the overall immersion. The game is easy to learn but difficult to master, making it a great choice for both casual and hardcore gamers. The multiplayer mode is particularly impressive, allowing up to four players to compete in real-time. The game is a must-have for any basketball fan or Megadrive enthusiast.

REVIEW



CUT THE ACTION!

Supreme Court basketball uses a cut screen. When the ball crosses the halfway line the angle of vision changes to include more of the court action. This takes a bit of getting used to, since the cut is virtually instantaneous, but once you've played the game a few times the switch becomes second nature.

NATURAL

IT'S GOT A BIT TRICKY NOW!

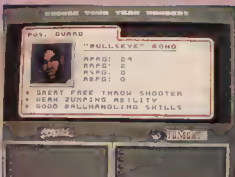


When a player gets close enough he has the chance to dunk rather than make a jump shot. There are a number of different and complicated types to enjoy, from the two handed slam to the loop hook dunk. But whatever the decision is, it must be made quickly, the longer a player waits, the greater chance the opposition have of stealing the ball.

The Tomcats have the ball and the Apaches are supplying no opposition!



This mean, strutting basketball type introduces the game.





REVIEW

SCUMBAGS!

If a player commits a foul on an opponent who is attempting to shoot, a free-throw is given. Basically all of the normal rules relating to fouls, charging and travelling apply. Looking through the player's stats reveals the notoriously bad foulers. The problem is that some of them are brilliant shots or great dribblers, so weighing up the pros and cons is important.



COMMENT

At the start I found the cut-view irritating to say the least. Every time a player crosses the halfway line with the ball I had to change his direction to compensate for the change in angle. Another gripe of mine is that Supreme Court basketball fails to capture the rezzemataz of the game, in the way that Super Real Basketball did. The action is viewed from too far away which means the excitement of dunking is lost. It's a shame because the animation and graphics are excellent, and the sound is spot on, right down to the basketball boots squeaking on the court surface. While the balance between the teams makes the games competitive, I'd have preferred more teams of varying quality so that when you get really good you can try to beat the best sides with the worst. Supreme Court Basketball is good, but if you want the best, get Super Real Basketball or wait for the forthcoming Bulls vs Lakers from EA.

ROB



COMMENT



Supreme Court Basketball certainly scores highly for innovation, departing from the usual diagonally scrolling view of other Megadrive basketball games. The halfway line screen switch is irritating at first, but once you get used to this the viewpoint works well, and this is complemented by some stunning animation and great effects. The only real problems with Supreme Court are the poorly worked defensive strategies - it's just a little too tricky to perform pinpoint blocking and stealing. Also the lack of room for a running game is a source of irritation. The only tactic that is really effective is the long-ball pass, which takes some of the excitement out of the game. Supreme Court Basketball is a very good game, it's just a shame that there wasn't a little more thought put into the tactical side of things.

RAD



BY: SEGA

PRICE: £34.99

RELEASE DATE: JULY

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: NONE

SKILL LEVELS: 3

RESPONSIVENESS: GOOD



PRESENTATION 89%

There are plenty of options and some nice touches like the half-time chat.

GRAPHICS 90%

The animation is excellent, the basketball court is well drawn, and option screens are graphically superb.

SOUND 94%

Very impressive sound effects which create the perfect aural atmosphere. The intro music captures the sports theme perfectly.

PLAYABILITY 79%

Because of the cut screen, play is awkward and the constant ping-pong between angles spoils the excitement.

LASTABILITY 76%

The gameplay flaws mean that anyone other than a basketball freak might get fed up.

OVERALL 78%

Definitely a could-have-been kind of game. It's got excellent graphics and sound, but loses out somewhat in the all-important playability stakes.

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So, you like playing basketball do you? Well, Jordan Vs Bird is a digital representation of one-on-one - a sort of cut-down version of Basketball where only two players participate attempting to score more baskets than the opposing player.

In this case, only two different players are available, the spononymous Jordan and Bird. Each specialises in different types of basketball plays, be they slam dunks or three-point baskets (that's where they score from outside of the basket area). It's up to you to choose your basketball warrior and go into battle, outwitting and outfoxing the opposition by capitalising on your own strengths and your opponent's weaknesses.

Jordan Vs Bird also gives you the opportunity to develop your basketball skills in a series of practise rounds before your face up to your sporting nemesis in a one-on-one basketball duel!

THREE-POINT CONTEST ACTION



Another of the practise rounds in the game is a third person perspective effort that sees your player attempting to score baskets from outside of the basket area (a three-pointer, as it's known). The A button collects the ball, the B button springs you into the air, while a stab on the C button releases the ball and sends it off to the basket! You get five balls to throw before you move off to another part of the court to attempt this manoeuvre again. You receive your total score at the end, along with a report from the sometimes sarcastic commentators.



JORDAN VS BIRD



SLAM DUNK SHENANIGANS

One of the practise rounds in Jordan Vs Bird is the Slam Dunk stage. This is viewed from the side and sees your player running straight at the basket. It's your job to control his actions using the A, B, and C buttons on your joystick. You choose the slam dunk manoeuvres you want to attempt at the start of the round, and it's your job to carry them out. Your efforts are then marked by a panel of distinguished judges.

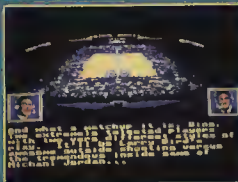


★ Bird lines up for a three-pointer, but it's a very tricky shot. Can he pull it off?



▲ Two shots depicting slam-dunk action. The picture to the right shows the practise round.

★ Some lively banter from the commentators.



JORDAN VS BIRD



Some ace slam-dunking thrills here as Jordan tucks the balls away.



ONE-ON-ONE SKYLARKING

This is the main part of the game. Here, you are thrust head-first into a timed session which sees you trying to score more baskets than your pal. All sorts of dummies and throws are available for use... if you can master them, of course!



COMMENT



This is actually a conversion of a crappy, very limited and boring eight year old C64 computer game called One-on-One Basketball. And even though EA have added a

JULIAN

few extra elements and attempted to beef it up, at the end of the day it's still the same old crappy, very limited and boring game. The sound is pretty good, but the animation on the players is appalling (both players run around as though they've got 15 pounds of cack in their trousers) and the gameplay is virtually devoid of excitement - even with two players - due to the frustratingly hopeless control method. The slam dunk competition is laughably easy and really there's little else to keep you playing. If you're a basketball fan either go for Supreme Court Basketball or wait for the forthcoming Bulls Vs Lakers. Both are infinitely better than this tosh.

Some sad scoring for that particular effort. It looks like Jordan is going to need a lot more practice!

COMMENT



RICH

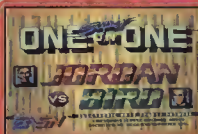
I thought Electronic Arts could do no wrong and was really looking forward to Jordan Vs Bird.

Unfortunately, something has gone drastically wrong. The main part of the game, the one-on-one section is completely devoid of excitement and boasts severely deformed characters with laughably disabled animation. Also, actually scoring a basket seems to be more of a matter of luck than real skill -

especially the three-pointers. The Slam Dunk Event is more of a non-event. Running up to the basket and performing manoeuvres is incredibly easy and involves little use of skill. The same can be said for the graphically pleasing Three Point Contest. I scored full marks from all positions on my second attempt! Considering that EA are responsible for the likes of the amazing John Medden '92 and EA Hockey, frankly I'm surprised that they released this sub-standard piece of software. Hopefully, the forthcoming Bulls Vs Lakers will see a return to the usual high standard we expect from Electronic Arts.

MEGADRIVE

REVIEW



BY: EA

PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: S

RESPONSIVENESS: OKAY

**1-2
PLAYERS**



PRESENTATION 89%

Excellent. Many interesting options to tweak and a great instant replay option.

GRAPHICS 69%

These range from being superb on the three-point screen, to being rather sad on the main one-on-one section.

SOUND 80%

Some good effects and great music courtesy of Rob Hubbard.

PLAYABILITY 54%

All three sections are either completely devoid of thrills or are laughably simple to complete.

LASTABILITY 38%

The lack of variety or longevity on each of the sections make this grow dull extremely quickly.

OVERALL 40%

A substandard sports simulation that won't even appeal to basketball fans. Check out Supreme Court Basketball or wait for Bulls Vs Lakers.

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

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Burning Fight or Blues Journey
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BEDA MASTER SYSTEM, Power
Blaze for sale £40 8 Good Games
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0332/81615 PS I also want
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**NEW
GAME**

PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

RODLAND

Ever fancied prancing around a platform environment, whacking meenies around with your magic wand? Yes? Perhaps you should check out The Sales Curve's Rodland game, out in the Autumn of this year. In this conversion of the Jelaco coin-op, it's your job to end each single screen of alien infestation by whipping out your wand and slapping those xanomorphs into oblivion. Each vanquished meenia turns into a special weapon which can be used against the remainder of the alien contingent.

Rodland looks like being a superb coin-op conversion with some excellent graphical effects and groovy simultaneous two-player action. We'll be reviewing this in a few month's time, so look out for that future edition of MEAN MACHINES



▲ Use your highly useful wand to slap some of your enemies around. Those doorways are used to warp to other parts of the screen (as indicated by those flashing stars between the two doorways).



▲ Owww! The hero of Rodland is viciously cuffed by one of the many meenies. Those flowers in the background are bonuses.

NINTENDO

1-2
PLAYERS



SMASH TV.

Williams' coin-op of all-out complete carnage is set to appear on a Megadrive near you soon, courtesy of the Flying Edge (a subsidiary company of Acclaim).

The basic idea of the game is that you're a contestant in the game show of the future, where the idea is to blast everything in the Smash TV studio - before they kill you! Luckily, you're equipped with a decent blaster and there are plenty of other weapons like grenades and rocket launchers lying around. Making use of these to blow up the legions of enemy sprites and the vicious end-of-level bosses is essential. Just like the coin-op, Smash TV boasts simultaneous two-player arcade action so you can choose to act as a team or just look out for yourself and pinch the many prizes that litter the Smash TV studio.

We've had a sneak preview of the Megadrive version of the game but we will reserve judgement until we get round to writing the full review. Watch out for a future issue of MEAN MACHINES.



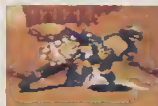
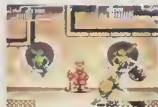
MEGADRIVE

1-2
PLAYERS





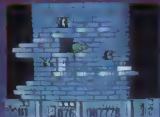
Those horrifyingly unfashionable lurtles are back for some more martial arts action in their fourth console outing. Turtles IV: Turtles in Time, boasts super slick beat 'em up action akin to the smash hit coin-op's but has all-new moves and redesigned levels. As well as the usual horizontally scrolling action, there's F Zero style racing sections and mega scrolling surfing escapades! Add amazing playability and super skill graphics and sound and you've got one top quality product. Konami already have the game and hope to officially release it here in the UK in a few months, after Konami release Castlevania IV and Super Probotector (known as Super Contra everywhere else in the rest of the world). We should be reviewing this cool game next month so look out for that priceless edition of MEAN MACHINES.



SUPER NES

1-2
PLAYERS





SUPER NES

1
PLAYERS



CASTELLIAN

Anyone remember *Rebuz*, that astonishingly original arcade puzzle game on the home computers? Well, *Castellan* is an excellent conversion available soon for the Nintendo and Gameboy.

You are cast as Pogo, a strange green creature who is out to save the world by scaling eight peculiar towers and then blowing them up. However, actually getting up each tower is made all the more difficult because there are hordes of evil creatures just to test Pogo's skill. There is also a plethora of platforming puzzles incorporated to cause the green little hero some problems.

Released by The Saise Curve in this country around July, *Castellan* looks like being an 8-bit classic. We'll put it in our review. **NEW GAMES**



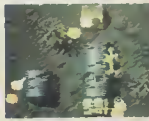
▲ One of the many arcade puzzles in *Castellan*. Use the lift to reach the higher platforms, but beware of lurking monsters - or you're dead!

SUPER SWIV

Super SWIV is a conversion of the ace Amiga classic that put you in charge of either a jeep or a helicopter, and charges you with the task of blowing up an entire dolence budget's worth of military hardware.

All of this explosive action is carried out on a vertically scrolling playing area, with all manner of power-ups available to boost the already formidable destructive potential of your vehicle. Just like the Amiga version, simultaneous two-player blasting is the order of the day. However, each vehicle has its own strengths and weaknesses. For example, the jeep shoots in eight directions as opposed to the helicopter's one. However, the helicopter flies over obstacles on the ground where the jeep has more problems.

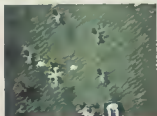
We've had a glimpse at an extremely early version of the game and can report that the game is shaping up really nicely. Don't hold your breath for this one though as the game isn't going to be released until early 1993!



▲ The helicopter and jeep team up to lay into a series of installations in this extremely early version.

SUPER NES

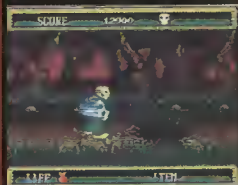
1-2
PLAYERS



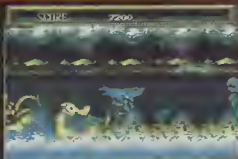
Based on the gory Namco coin-op, Megadrive Splatterhouse II is a horrific horizontally scrolling beat 'em up in the style of Double Dragon.

The player takes control of a masked marauder (who bears a striking resemblance to Jason from the Friday the 13th movies), out to rescue his girlfriend from a gruesome fiend. Unfortunately, to get to this evil villain, our hero must run the gauntlet of the Splatterhouse, slapping about any undead mannees that cross his path. Helping the hardy hero in his quest are a number of pick-up weapons, including shotguns and wooden poles (you can splat enemies against the wall with these!).

Jaz 'n' Rich have been treated to a sneak preview of Splatterhouse II at the offices of Sega Europe and came away very impressed. You'll be able to sample the sinister delights of Splatterhouse II when it's released this Summer.



▲ The hero of the game comes up against an and-of-level boss. This particular mania crops up at the end of stage two.



SPLATTERHOUSE 2

Trer, Spv V Tech 1st Grate, Tarmaine
Story, Tech Bowl from & army,
Tornado Range, Tex., Top World,
Turcan, Turcas, Turkey, U.S. Tennis,
Terminator 2 film & game WWF
Whistling Wheel of Fortune, World
Bowling WWF II Wood Hall World Tour
DynaBlasters Boulderwater Pipeline,
Crescent, Cross Training Berman I,
Little Mermaid Black Bass Fishing
George Forman's Boxing, Pearl Grand
Ritz, Boone 2, Boone 3, Boone 4, Boone 5

NEXT MONTH

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THE SPORTS



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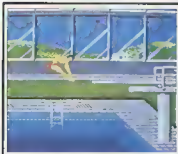
GREATEST EVER SPORTING CHALLENGE

Mega Drive



110m HURDLES

Master System/Game Gear



SPRINGSBOARD DIVING

Mega Drive



HAMMER THROW

Master System/Game Gear



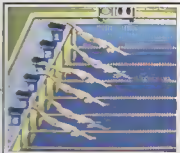
POLE VAULT

Master System/Game Gear



100m SPRINT

Mega Drive



200m FREESTYLE SWIMMING

Mega Drive



ARCHERY

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Open drive 1 - Mega Drive 1 - Master System 1 - Game Gear 1 - The image graphics which vary vary considerably between different formats, quality and appearance and are subject to the console's specifications.

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